VIENNA SYMPHONIC LIBRARY

vienna instruments

VIENNA SYMPHONIC LIBRARY

vienna ensemble

VIENNA SYMPHONIC LIBRARY

USER MANUAL 3.3

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INTRODUCTION

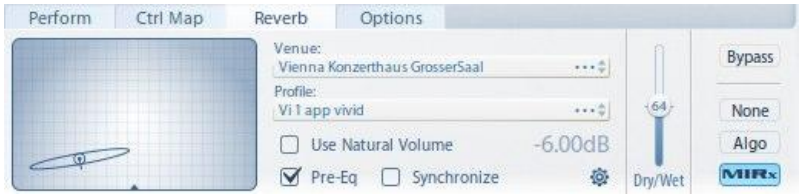
We have included quite some features we originally introduced with Vienna Instruments PRO to this new face-lifted incarnation of our standard sample player, making it more powerful and economic at the same time; but most of all, it brings the technology “under the hood” to a whole new level.

Auto Cell Naming provides both automatic and manual naming of Matrix cells, so you get an instant visual feedback of the available and performed articulations. Dragging a new patch into a cell or a slot will automatically give the cell a more descriptive name.

Reduced memory usage per instance, **optimized voice sharing** between all instances and **enhanced GUI performance** have been implemented by our developer team.

Colored Key-switches are now also visible on your virtual keyboard, just as the key-range!

Take advantage of **MIRx,** the **Reverb Mixing Extension,** available as a separate product. We have positioned our instruments in the perfect sonic surrounding, making it easier than ever to get both balance and positioning of your virtual orchestra perfectly right! More details and setup instructions in the separate short manual in your MyDownloads!



Use *Vienna Instruments* as a stand-alone software or **VST/AU/RTAS/AAX** plug-in, **32-bit** and **64-bit**.
Vienna Ensemble, installed alongside *Vienna Instruments* now, can also be used as a **VST3** plug-in.
This manual presents all new elements integrated in *Vienna Instruments* on a technical level and is designed to be your reference guide in addition to the many video tutorials you will find online.

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About Vienna Instruments

The main object was to get a tool which could handle not only all the articulations, but also our special Interval and Repetition Performances without the user having to take care about delay compensation, octave offset, and such things. Moreover, you should be able to use one MIDI track per instrument – after all, a violinist doesn't have to switch to another fiddle to play legato, either.
The first problem was solved by implementing performance detection algorithms on the Patch level. It doesn't matter now whether you're using single notes with or without alternating capabilities, legatos, or repetitions; it's load and play. Vienna Instruments takes care of numbers and calculations because the Patches communicate their requirements or "rules" to the player.
Patches are fine, but how to combine them? The decision was in favor of a Matrix approach. A Matrix is a two-dimensional (in this case) array of cells in which Patches can be stored. Every Patch in the Matrix has its distinct position defined by its horizontal and vertical Cell count, so that each Patch/Cell can be called up by a combination of two controllers. You can build up and streamline your own Matrices to fit your needs.
But there still was one more step to go, because in spite of its ability to command up to 144 Patches, a Matrix only has those two controllers – and one might need different controllers for special tasks. For example, our new speed control algorithm is good for switching between different repetition articulations but doesn't make much sense when you simply want to change from vibrato to a non-vibrato articulation … So the third, and highest level of instrument integration is the Preset, where you can combine Matrices and activate them via keyswitches. A Preset can hold 12 Matrices. That alone would make 1728 articulations available to a single MIDI track – if there weren't some other goodies you'll learn about presently.

About Vienna Ensemble

Vienna Ensemble is **automatically installed with Vienna Instruments** and lets you load multiple instances of *Vienna Instruments*, *Vienna Instruments PRO and Vienna Imperial*!
It allows you to configure audio busses as well as insert and send effects (AU/OS X and VST/WIN) for each loaded instrument. You can save your custom Projects for complete orchestral setups, making it much easier to configure your virtual orchestra.

- Full **Backward Compatibility** with Vienna Ensemble 4
- **Full Plug-in Latency Compensation**
- **Transport Play/Stop button**, which is transmitted to the master host as well (Space key)
- Utilize Vienna Ensemble as 32-bit and 64-bit application simultaneously
- Full **Time Information** and **Synchronization** from the master host (SMTP, cycling, time signature, PPQ)
- **Re-arrange and docking/undocking of all windows**
- Ability to **move mixer strips** by dragging (was previously only possible with channel strips)
- Ability to **drag multiple channel or mixer strips** at the same time
- Ability to **undo/redo virtually everything** (including 3rd party plugin parameter changes)
- **Vienna Ensemble interface element can be (un)docked** and tabbed freely now
- **Ready for Vienna MIR PRO and MIR PRO 24!**

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Vienna Ensemble PRO, Vienna Instruments PRO

Vienna Ensemble PRO incorporates the first all-in-one MIDI and audio LAN solution that works universally on Macs and PCs. All you need to integrate a slave computer over LAN is a working *Gigabit connection*, no soundcard or MIDI Interface is needed on your Vienna Ensemble Slave Computer!

Vienna Instruments PRO opens up new dimensions for the art of virtual orchestration! With innovations like Humanize, Enveloped Time Stretching and our APP Sequencer you are entering a new level of virtual rality, with all the little details that make music what it is.
And we have even more in store for you!
Get a **free Demo version of new Vienna Software**.

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VIENNA INSTRUMENTS INSTALLATION

The ViennaKey

The ViennaKey is the eLicenser USB key which holds the license for your registered collections.
Instead of the ViennaKey, you can also use another eLicenser (e.g., USB keys by Steinberg or Arturia) to store your license(s).

Registration

Situation 1 (with Activation Codes): In case **you have received an email with Activation Codes**, your purchased products are already registered and assigned to your account (your products were registered at purchase online or in your music-store).
You don't need to register any Serial Numbers! Simply paste the **Activation Code(s)** into the *eLicenser Control Center* to download your permanent licenses.

Situation 2: You have received a **Serial Number** from your dealer. In this case, please register this Serial Number in your USER AREA. You will see your **Activation Code** immediately; an e-mail containing this code will be sent to you as a backup.

> **!** **If you haven't done so already, please use these Activation Codes to download your license(s) as described in the chapter *eLicenser Control Center* below. You need an internet access to download your license(s).**

You will download and install your **Download Instruments** with the help of the **Vienna Download Manager**, available in your USER AREA.
We have prepared **Video Tutorials** showing the registration and installation routine on screen; you can find them at our website's Quick Start Guides. Moreover, Video Tutorials are available which highlight the features of your Vienna Software!

System Requirements

Vienna Ensemble 5 runs on PC Intel Core 2 Duo/AMD Athlon 64 X2 machines with Windows 7, 32 and 64-bit versions, and Intel Core2Duo machines with Mac OS X 10.7 (latest update) or higher.
Best of all, you can run the 32-bit version and the 64-bit version of Vienna Ensemble 5 simultaneously, so that you can make use of all your plug-ins!

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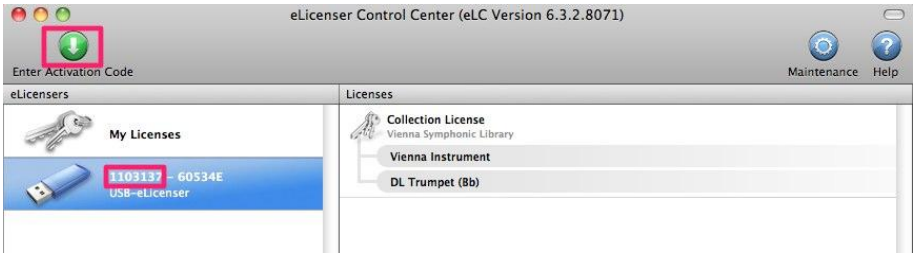
eLicenser Control Center

The *eLicenser Control Center* manages your licenses. Please make sure that you are using the latest version, available at www.elicenser.net.
Remember that you need a **ViennaKey** (or a Steinberg or Arturia eLicenser, formerly Syncrosoft) to store your licenses on. You should **register your key** with us, so that you are safe in case of damage (the first 6 or 7 digits of the key are important, as shown on the screenshot below).
Downloading your license is simple: Make sure your *ViennaKey* is inserted, launch *eLicenser Control Center*, click on **Enter Activation Code** and paste your Activation Code into the respective field (you can paste the whole code into the first field). You will be guided through the rest of the procedure. An Internet connection has to be available for this process.
You can of course download your license on any Internet computer, in case your music computer is not connected to the Internet.



If your license download was interrupted for any reason, please click **Maintenance** (in the upper right corner) – this will complete your license download automatically!
Remember that you will need the sample content and the licenses of the given ***Vienna Instruments*** Collections as well as the latest ***Vienna Instruments*** software installed alongside with a *ViennaKey* on your computer(s)!

Demo Licenses

Depending on your registered DVD products, you can request a limited **30-day/30-starts demo license** for your Collection's Extended Library content by contacting us at support@vsl.co.at.
Special Edition Demo Licenses are handled on a case-by-case basis to assist you with your decision.
Demo Licenses for our Software Products **Vienna Instruments PRO, Vienna Ensemble PRO, Vienna MIR PRO and Vienna Suite** are available on the Software product pages in our web shop.
If the 30 starts of this license are used up before the 30 days are over, you can "reload" the available starts with the help of the *eLicenser Control Center* software (click "Maintenance").

Please note that you do not have the right to use unlicensed content on any published production work!

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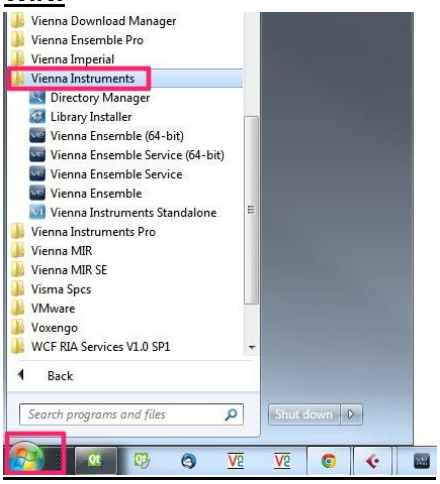
Installed Programs and Files

Vienna Instruments comes with quite a few additional files that will be installed in the Programs/Applications Folder. *Vienna Instruments Standalone* is explained later in this manual, the *Vienna Instruments Uninstaller* on OS X can be used if you´d like to roll back to an earlier version.

OS X:

Additionally, the **plug-ins** for **VST/AU/RTAS/AAX** will be installed in /Library/Audio/Plug-ins.

WIN:



Additionally, **VST / RTAS / AAX Plug-ins** will be installed in a location of your choice.
Directory Manager: links your sample content with your Vienna Instruments.
Library Installer: guides you through the installation process of your *Vienna Instruments Collections*.
Uninstall Vienna Instruments (OS X only): Uninstalls Vienna Instruments / Vienna Ensemble Software.
Vienna Ensemble: Stand-Alone 32-bit Software
Vienna Ensemble (64-bit): Stand-Alone 64-bit Software
Vienna Ensemble Service: You will be connected to this 32-bit service from within your sequencer.
Vienna Ensemble Service (64-bit): You will be connected to this 64-bit service from within your sequencer.
Vienna Instruments Standalone: Stand-alone version of Vienna Instruments.

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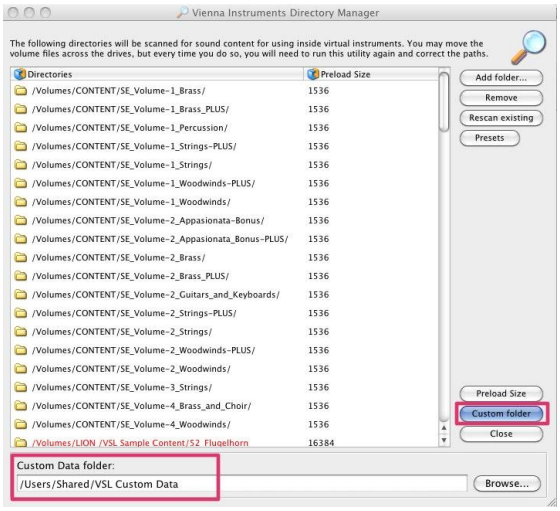
Directory Manager

The *Vienna Instruments* software includes a utility called ***Directory Manager*** which keeps track of the drives and folders your data is installed in, providing that information for *Vienna Instruments*. Your Sample Content is assigned automatically when you install a new *Vienna Instruments* Collection.

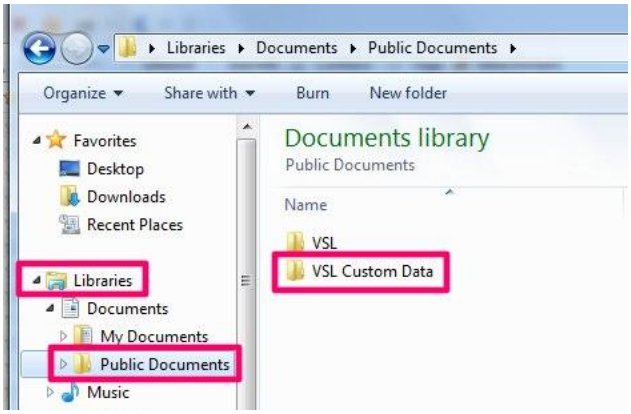
! Missing folders (e.g., when a hard-drive is disconnected or the name/path has changed) will be displayed in RED.

The **Custom Data Folder** that contains all your customized presets and Matrices can easily be assigned to a location of your choice:

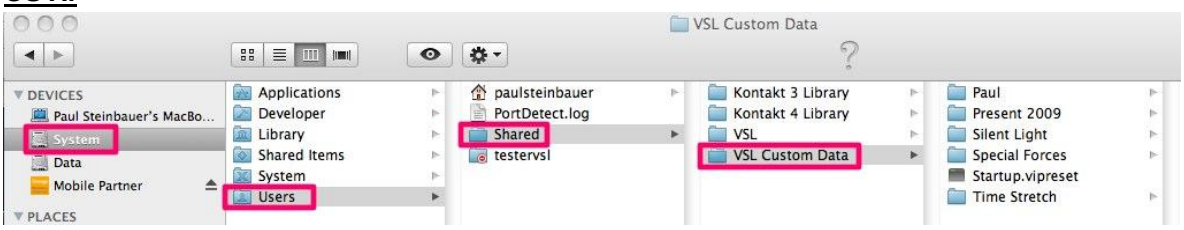

Vienna Instruments Directory Manager
The following directories will be scanned for sound content for using inside virtual instruments. You may move the volume files across the drives, but every time you do so, you will need to run this utility again and correct the paths.
Directories
Preload Size
Add folder...
Remove
Rescan existing
Presets
Preload Size
Custom folder
Close
Custom Data folder:
/Users/Shared/VSL Custom Data
Browse...

It is located in the following locations by default. This location will prevent any permission problems.

Win 7:



OS X:



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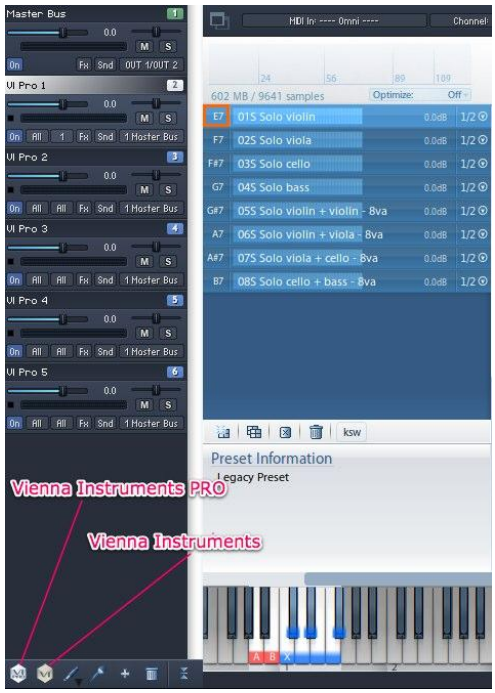
Vienna Instruments Library Installer

The *Library Installer* takes care of the installation of your **Vienna Instruments DVD Collections**.
Start the *Vienna Instruments Library Installer*, point it to the "package.info" file on your DVD #1 and you will be guided through the installation process. The *Vienna Download Manager* takes care of the installation automatically (for all Download Products).
For your **Download Products** including **MIR PRO RoomPacks**, the *Vienna Download Manager*, available in your User Area, will take care of the installation automatically.
If you have received a **USB Flash-drive** that contains your Vienna Products (e.g., the **Special Editions**), the installers are also included on this device.

Vienna Ensemble and Vienna Instruments PRO

Vienna Instruments (PRO) needs to be installed separately to appear in *Vienna Ensemble PRO 5*.
It goes without saying that all *Vienna Ensemble PRO* features such as Optimize and Master Tune also work with *Vienna Instruments (PRO)*.

Once you have installed *Vienna Instruments (PRO)*, **new icons for *Vienna Instruments (PRO)*** will be introduced below the channel list in *Vienna Ensemble (PRO)*. Click on this icon to generate a new instance of *Vienna Instruments (PRO)*.



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BASIC OPERATIONS

Startup Preset

Take your time to find the right way to control all assignable parameters in *Vienna Instruments*. There are many MIDI utilities that will make your musical performance more intuitive, from breath controllers over MIDI pedals to MIDI sliders and touch screen applications that generate MIDI CC data.

Once you have found your perfect setup, you can save a preset called **Startup** in your Preset Browser. This preset will be opened as your default preset with every new instance of *Vienna Instruments*.

Of course you can replace the Startup Preset at any time.

Context Menus

When creating your custom Matrices and patches, you will use the context menus quite often!
A right-click on **Matrices**, **Cells** and **Slots** will show a context menu with quite some options. **Copy and paste** offers an easy way to transfer all settings to other Matrices, patches or slots, be it in the same instance of *Vienna Instruments* or in another instance! The additional options have been described in the corresponding sections.

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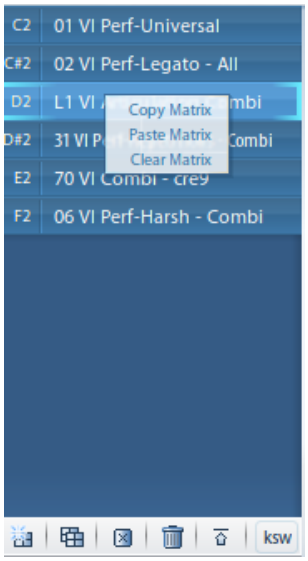

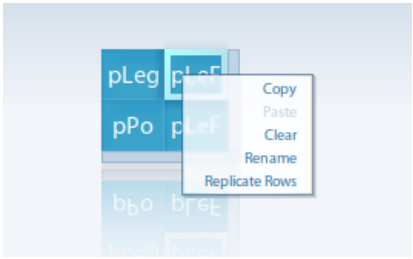

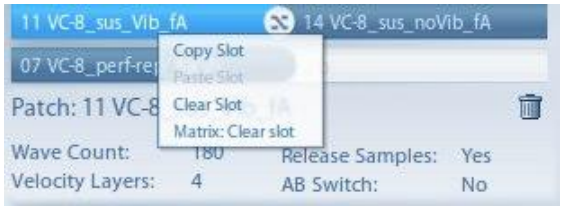

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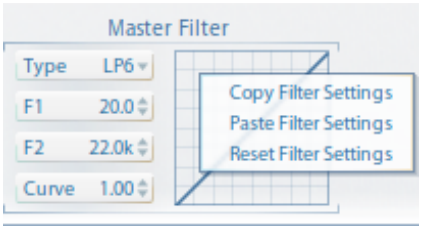
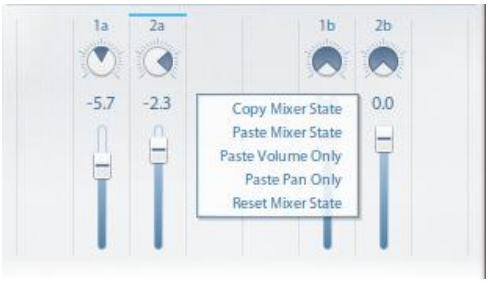
The same applies to the **Controller Mappings**: Right-click anywhere in the **Controller Mappings** window in the **Advanved View** and copy/paste all mappings to another instance.

The **Realtime Controller Area** in the **Basic View** contains the same settings as the **Controller Map** page, and you can also copy/paste all mappings here.

You can also copy, paste and reset the master **filter settings**, the same is true for the **mixer parameters**, with additional parameters (Volume only, Pan only):





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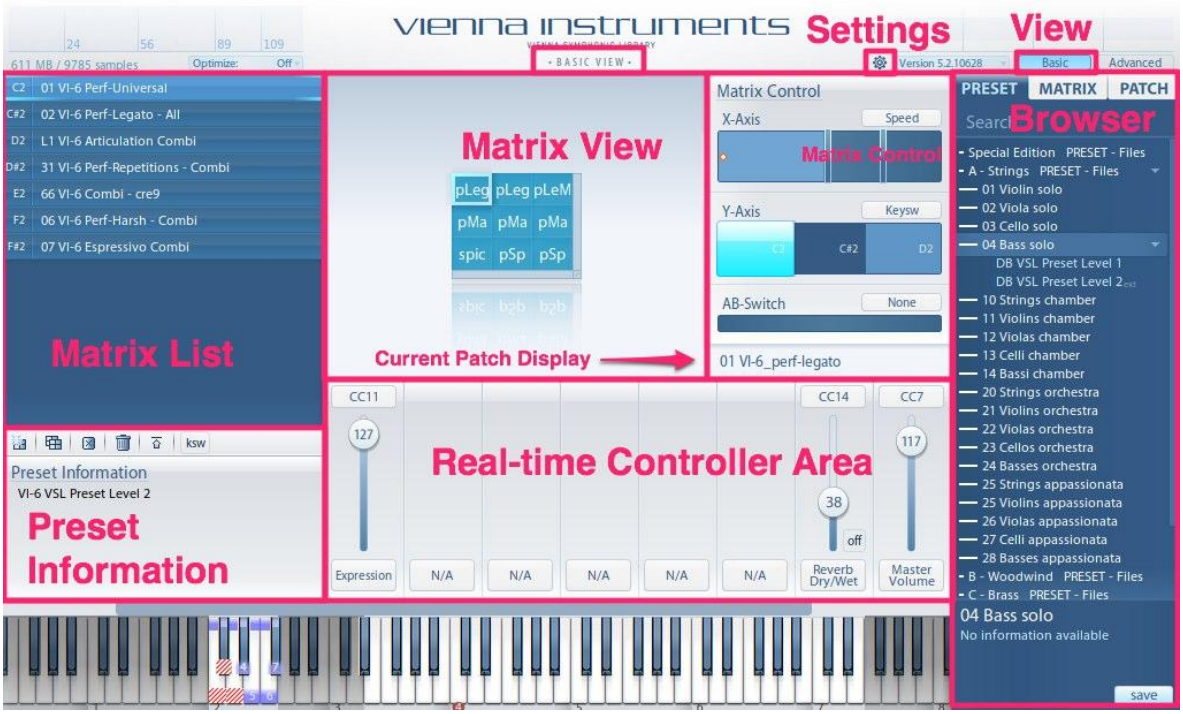
VIENNA INSTRUMENTS BASIC VIEW

The **Basic View** displays all parameters you need when playing live. You already know most elements such as the Matrix List and the Matrix Control Bars from the original *Vienna Instruments* – but now they are conveniently placed on one screen!
We'll take a closer look at the **Matrix List**, **Matrix View**, **Matrix Control** and the **Browser** in the **Advanced View** chapter on the next pages – the only difference is the appearance of these sections (the Matrix List and Matrix Control sections are simply bigger than the ones in the Advanced View).
All widgets come with **Tool Tips**, so you get instant information when you hover over each widget with your mouse.

Eight assignable real-time controllers let you customize your Presets, depending on the controllers you'd like to use, and you can save additional information together with the **Preset Information**, which is displayed instantly when you start to load a preset, as a help for your orientation.
Each selected Matrix and Cell can be easily identified by the bright frame around the Keyswitch or cell.



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Real-Time Controller Area

Eight real-time sliders, freely assignable, show all the controls and parameters available in the **Controller Map** tab of the Advanced View, the successor of the rather well hidden “Map Control” page in the original *Vienna Instruments*. Choose the parameter you want to control with each slider, then assign your preferred controller, either by “right-click and MIDI learn”, or simply choose from the Controller List that appears when you click the Controller Assign button.
The idea of the Basic View is to keep things simple, so please take advantage of this offer – you don’t need to assign all 8 sliders for every preset.

#	CONTROL	FUNCTIONALITY
	Slider	• Drag to change value • Right-click to enable MIDI-learn. • Double-click to set default value.
	Controller Assign	• Click to select controller for chosen parameter.
	Parameter Assign	• Shows all available real-time controllable parameters. • Click-drag to select parameter to control from the current strip.
	Parameter On/Off	• Only shows when Velocity X-Fade or Reverb Wet are chosen as parameters. • Click to turn parameter on/off. • Right-click to enable MIDI-learn.

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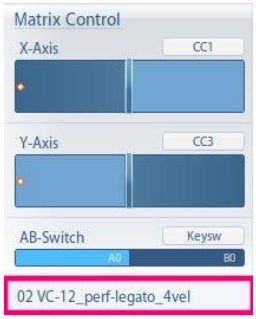
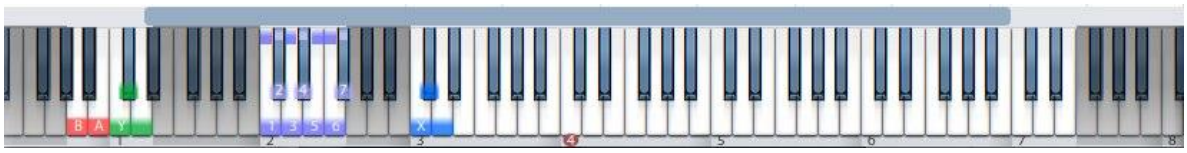
Current Patch Display



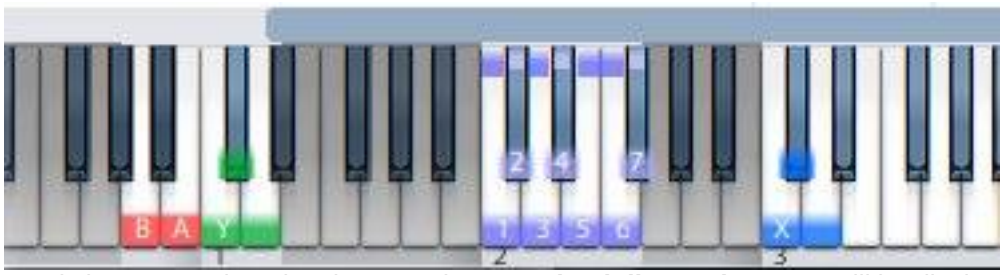
The **Current Patch Display** is placed right below the **Matrix Control** Window and shows the name of the Patch loaded in the first Slot of the current Matrix Cell. The **Slot Rack** in the **Advanced View** is the more complex equivalent, which shows up to 8 slots for each cell. More about this later.

Virtual Keyboard



The Keyboard displays the range of all loaded patches, even stacked multi-instruments, as white keys. The keys of the virtual keyboard are touch-sensitive. When you move your mouse vertically over one key and click on different positions, you hear different velocities, depending on where you click.

Keyswitches:
The **A/B** Keyswitches are **red** (labeled "A, B").
Keyswitches for **the Horizontal X-Axis** of the Matrix Control Bar are **blue** (labeled "X").
Keyswitches for the **Vertical Y-Axis** of the Matrix Control Bar are **light green** (labeled"Y").
Matrix Keyswitches are **purple** (labeled "1-12").



In case two Keyswitches are assigned to the same key, a **striped diagonal pattern** will be displayed on this key (like in the Overview Screenshot of the Basic View).

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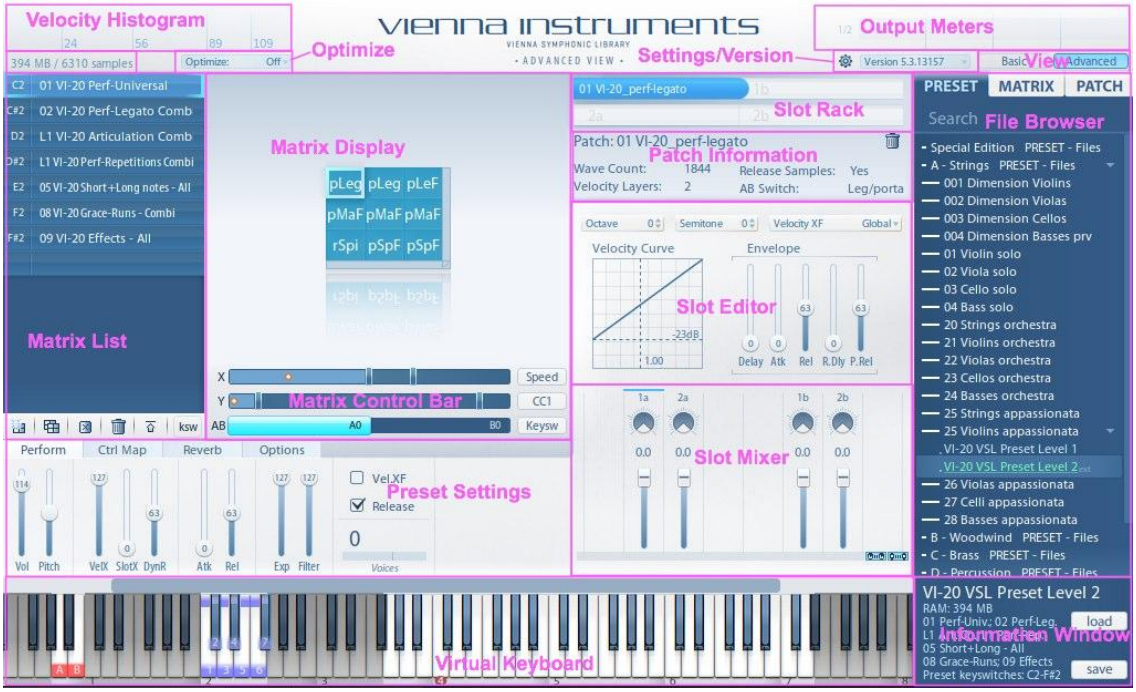
ADVANCED VIEW

The Advanced View offers many new creative options. Take your time to explore these features with the help of our video tutorials and by studying this manual! This screenshot gives you a first overview. If you hover over any widgets, you'll see a tool-tip, providing you with a short description.



The **Velocity Histogram** in the upper left corner of *Vienna Instruments* shows the received velocity of every key you play on your keyboard – a nice way to monitor your playing. 24, 56, 89 and 109 are the most common velocity split points of *Vienna Instruments* Collections.

It is also a very helpful tool to find the right velocity curve for your master keyboard, as the visual feedback allows intuitive settings. Moreover, you can **freeze/unfreeze** the Velocity Histogram by double-clicking into the histogram display so that you can get a general image of your playing dynamics.

The **RAM/Sample Display** shows the current RAM usage and total sample count of all samples you have loaded in all instances of *Vienna Instruments*.

Optimize keeps the used samples in RAM, all other samples will be discarded. To take advantage of this feature, activate "Learn" and play back your arrangement. "Off" will reload all samples in this instance. The **Output Volume** of each *Vienna Instruments* instance is displayed by the **Output Meters** in the upper right corner.

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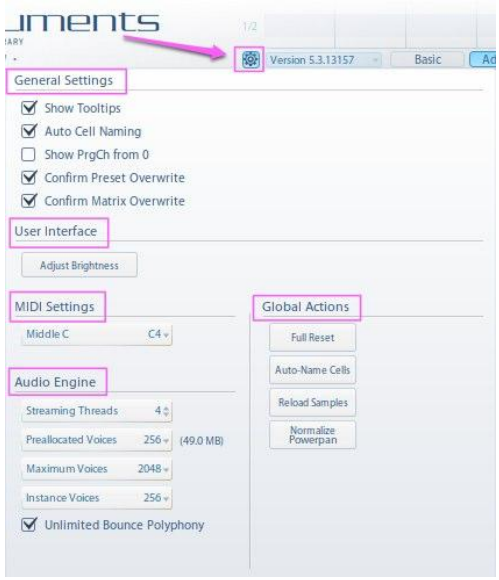
Settings, Version Info, Views and Loading Bar



CONTROL	FUNCTIONALITY
General Settings	
Show Tooltips	• Enables/disables all mouse-over tooltips. ON by default
Auto Cell Naming	• Enables/disables automatic cell-naming when loading presets, Matrices and patches. ON by default
Show PrgCh from 0	• When enabled, Program Changes start at “0”. Disabled, they start at “1”. OFF by default.
Confirm Preset Overwrite	• Confirmation Question before overwriting Preset. ON by default.
Confirm Matrix Overwrite	• Confirmation Question before overwriting Matrix. ON by default.
User Interface	
Adjust Brightness	• Adjust the brightness of Vienna Instruments PRO with this little application. • Play around with the sliders to find the right settings for your screen, you can always go back to the default settings (Reset). The new settings will be applied after the host is restarted.
MIDI Settings	
Middle C	• Adjust the location of your middle C. Default = C4

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Audio Engine	
Streaming Threads	• The number of threads devoted to sample streaming. The default value (4) is appropriate in most cases. A system with more harddrives for sample streaming couild benefit from setting a higher value.
Preallocated Voices	• The number of voices allocated by the first instance of VI PRO. When more voices are required from the playback, additional voices will be allocated dynamically up to the Maximum Voices.
Maximum Voices	• The maximum amount of voices possible to playback. When this limit is reached, voice stealing will occur, and notes can start dropping out.
Instance Voices	• A limit for the maximum number of voices allowed per VI instance. Setting this to a lower value than the Maximum Voices allows for voice stealing to first occur within the single instance. • This can be useful for polyphonic instruments with long sustain, for example piano or harp, since these might otherwise start stealing voices from more crucial instruments using less voices, such as a solo violin.
Unlimited Bounce Polyphony	• Checking this box will allow an unlimited number of voices to be played back on bounce. Memory will be allocated dynamically during bouncing to accomodate the extra voices.
Global Actions	
Full Reset	• Resets the entire instrument to startup state.
Auto-Name Cells	• Applies Auto-Naming to all cells of the instance
Reload Samples	• Reloads all samples of an instance (can be useful for debugging WIN or OS X memory handling).
Normalize Powerpan	• Scales powerpan settings for the entire instrument. Resulting powerpan settings will be spread over the entire stereo panorama.

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CONTROL	FUNCTIONALITY
Show Licenses	• Displays a list of available licenses
About Software	• Displays information about VI.
Upgrade to VI PRO	• Takes you to the Vienna Instruments PRO website.

You can also change between **Basic View** and **Advanced View.** Clicking on Basic View / Advanced View below the *Vienna Instruments* logo also changes between Basic / Advanced View.

The **Load Progress Bar** below the *Vienna Instruments* logo shows when wave loading is in progress. The loading progress will be shown in all instances of *Vienna Instruments*, since wave loading is done globally for all instances. The loading progress does not lock up *Vienna Instruments*, and you can even play the already loaded samples, while loading is still active.

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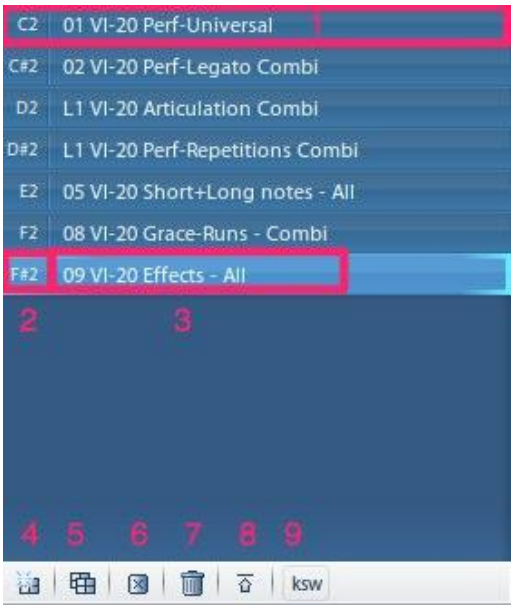
Matrix List / Matrix View



One Preset can consist of up to 127 Matrices that can be accessed by Keyswitches or program changes. The Matrix View displays the currently selected Matrix and can contain up to 12x12 Cells.

#	CONTROL	FUNCTIONALITY
1	Matrix Strip	• Set current Matrix by clicking on a Matrix strip. • Drag & drop strip into Matrix list to reorder. To load a strip from a saved Matrix, drag Matrix from browser onto strip. • Double-click Matrix in browser to replace current Matrix.
2	Keyswitch	• Click-drag to set value. • Double-click to edit, enter to accept. • Right-click to enable MIDI-learn. • Right-click several boxes to enable consecutive MIDI-learn.
3	Matrix Name	• Double-click to edit Matrix name.
4	Add	• Adds a new Matrix at the end of the list.
5	Copy	• Copies current Matrix and inserts it after current Matrix.
6	Clear	• Clears all settings from current Matrix.
7	Delete	• Deletes current Matrix. If only one Matrix remains, deleting this will result in clearing (minimum of one Matrix must exist).

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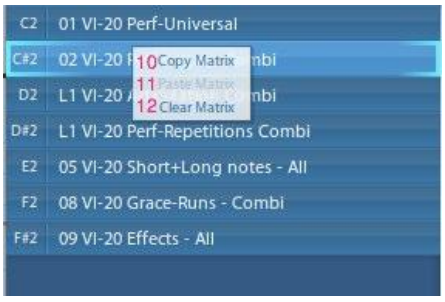
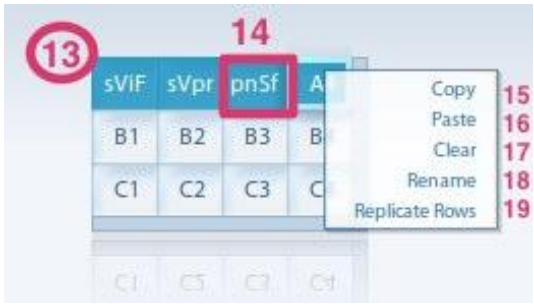
8	Auto-Scroll	• Automatically scrolls Matrix list to currently active Matrix.
9	KeySw/PrgCh	• Toggles display of Program Change number or Keyswitch assignment.


C2 01 VI-20 Perf-Universal
C#2 02 VI-20 F
D2 L1 VI-20 A
D#2 L1 VI-20 Perf-Repetitions Combi
E2 05 VI-20 Short+Long notes - All
F2 08 VI-20 Grace-Runs - Combi
F#2 09 VI-20 Effects - All
10 Copy Matrix
11
12 Clear Matrix



#	CONTROL	FUNCTIONALITY
	Matrix Context Menu	
10	Copy Matrix	• Copies selected Matrix.
11	Paste Matrix	• Pastes a copied Matrix to current.
12	Clear Matrix	• Clears selected Matrix
13	Matrix View	• Resize Matrix by dragging borders or corners. • Resize operation that would cause loaded cells to be deleted produces verification dialog. • Dragging & dropping a Matrix from browser onto Matrix area will replace current Matrix with the dragged one. • Drag & drop a patch from browser onto cell to load into Slot 1a. • Drag & drop a patch from browser into cell while pressing keys [1–4] will load patch in slot marked by numbers on GUI (displayed in Advanced View).
14	Matrix Cell	• Ctrl-drag or Shift-drag cell to another cell to copy. • Alt-drag cell to another cell to switch cells. • Cell will display red if it contains patches which could not be found.

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	Cell Context Menu	
15	Copy	• Copies selected cell.
16	Paste	• Pastes a selected cell to current.
17	Clear	• Clears selected cell.
18	Rename	• Sets a custom name for cell
19	Replicate Rows	• Replicates the first row of cells to all other rows
	Slot Context Menu	
20	Copy Slot	• Copies selected slot.
21	Paste Slot	• Pastes selected slot.
22	Clear Slot	• Clears selected slot
23	Matrix: Clear Slot	• Clears all slots of all cells in a matrix.

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File Browser

The *Vienna Instruments* File Browser comes with a great Search Engine and provides a quick overview. Choose between **Preset, Matrix and Patch** view.

TIP: If you accidentally loaded the wrong file, simply interrupt the loading process by loading a different, smaller patch, Matrix or preset (it has to be the same file format)!

#CONTROL		FUNCTIONALITY
1	Search	• Search for presets, Matrices, or patches by clicking the search box and typing. • Search results will appear in real-time. • Search will look in folder names and preset/Matrix/patch names.
2	Browser	• Click-drag anywhere vertically to “drag” list for iPhone-type scrolling. • Click-drag scrollbar to scroll list normally. • Use mouse-wheel to scroll.
3	Browser [Preset]	• Drag & drop preset into main area to load. • Double-click preset to load. • Currently loaded preset displays in green colour. • Press “save” to save current preset, edit name if you wish to save to new preset. • Press load to load selected preset. • Press delete to delete selected preset. • Factory presets may not be deleted.
4	Browser [Matrix]	• Drag & drop Matrix into Matrix slot or Matrix area to load. • Double-click Matrix to replace the Matrix in the selected Matrix strip. • Press “save” to save current Matrix, edit name if you wish to save to new Matrix. • Press load to load selected Matrix. • Press delete to delete selected Matrix. • Factory Matrices may not be deleted.

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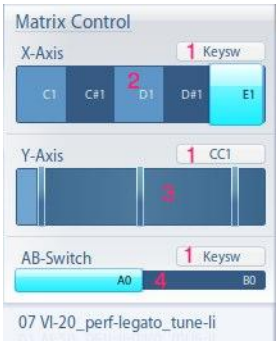
5	Browser [Patch]	• Drag & drop patches into cell or slots to load. Holding keys [1-4] while dropping patch into cell will load correspondingly marked slot. This is displayed in the Advanced View. • Stretch: Starts the Stretching process described below.
6	Information Window	• Displays the saved information of the respective preset, Matrix or patch. • Load/Save/Delete Buttons. Only customized files can be deleted.

Matrix Control Bars

The Matrix Control Bars let you decide how to move through the Matrix**.** There are many controllers available to switch between different Matrix Cells that contain up to 4 slots (which in turn contain patches = articulations). The best way to learn more about these controllers is to watch the Video Tutorials.

Overview:



X-Axis Controllers:

Y-Axis Controllers:

#	CONTROL	FUNCTIONALITY
1	Control menu	• Sets controller type for corresponding axis / AB control.
2	Control Bar (X-Axis)	• Shows different controls depending on control menu setting.
3	Control Bar (Y-Axis)	• Shows different controls depending on control menu setting.
4	Control Bar (AB)	• Shows different controls depending on control menu setting.
5	Control Change	• Corresponding control bar will show range controls for the selected Control Change number. • Click & drag a range handle to adjust its value.
6	Keyswitch	• Control bar shows the active Keyswitches. • Click-drag to change all subsequent Keyswitches. Click-drag with <Alt> key to only change current Keyswitch value.

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		• Double-click to edit, enter to accept.
7	Pitch Wheel	• Use MIDI pitch wheel for controlling axis. • Control bar shows range controls.
8	Speed	• Uses playing speed for controlling axis. • Control bar shows range controls.
9	Velocity	• Use MIDI note-on velocity for controlling axis. • Control bar shows range controls.
10	None	• No controller selected.

Slot Rack

The Slot Rack is a container for Patches. It always displays the contents of the selected Matrix Cell and is divided into 2 slot rows (1–2) that are in turn split into an “a” and “b” section. The whole section below the Slot Rack (Slot Editor and Slot Mixer) offers many options to influence the behavior and interaction of these slots. The selected slot is always highlighted!
When you are dragging a Patch from the Patch Browser onto a Matrix Cell, each slot will display a number (1–4). If you press a number on your computer keyboard while you drop the Patch onto the Matrix Cell, the corresponding slot will be loaded. Of course you can also drag Patches directly onto each slot.
Cross Reference: One essential controller for the Slot Rack is the **Slot Xfade Controller** that can be found in the “Perform” tab:

#	CONTROL	FUNCTIONALITY
1	Slot	• Load slot by dragging & dropping a patch from browser. • Unload slot by clicking and holding slot while pressing [Del] or [Backspace] • Set current slot by clicking.
2	Slot Xfade	• Loading both (a) and (b) slots will reveal the Xfade button. • When active, slots can cross-fade into each other using the “Perform Slot Xfade” controller. • When inactive, the “Perform Slot Xfade” controller adjusts the level of (b) slots.
3	Trash-can	• Clears selected slot.

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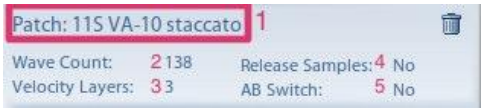
Patch Information



#	CONTROL	FUNCTIONALITY
1	Patch Name	• Patch name
2	Wave Count	• Actually shows sample regions, and thus may show more than actual samples, since some samples are mapped twice, e.g., release samples.
3	Velocity Layers	• Amount of available Velocity Layers
4	Release Samples	• Available or not. Not necessary with some articulations such as staccatos.
5	A/B Switch	• Decides between contrary movements like crescendos/diminuendos or runs upwards/runs downwards. With select patches only.

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Slot Editor

As the name implies, the Slot Editor influences only the selected slot. Transposing the loaded patch in octaves or half-tone steps will be displayed on the virtual keyboard.

#	CONTROL	FUNCTIONALITY
1	Octave	• Sets slot octave offset.
2	Transpose	• Sets slot transposition in semitones.
3	Velocity XF	• N/A – If no patch in a slot is selected or patch does not contain velocity XFade mapping. • Global – Slot follows setting of [Perform > Velocity XFade]. • On – Forces slot to Vel XFade enabled. • Off – Forces slot to Vel XFade disabled.
4	Velocity Curve	• Velocity floor handle. • Curve shape handle. • Clicking and dragging in middle of control adjusts floor and curve simultaneously. • Ctrl-click anywhere on curve to reset floor and curve to patch default.
5	Delay	• Click-drag to set value. • Delays the played notes of the selected patch.
6	Attack	• Click-drag to set value. • Influences the attack of the patch (fade in).
7	Release	• Click-drag to set value. • Reduces or extends the release time of the patch.
8	Release Delay	• Click-drag to set value. • Adds a delay after letting go of the note (note-off).
9	Overlap	• Click-drag to set value. Sets legato note overlap time between two notes when playing intervals.

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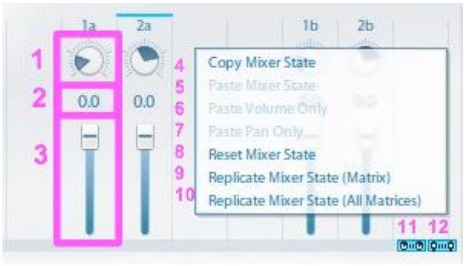
Slot Mixer

The level and panning of each Slot can be controlled with this convenient mixer:



#	CONTROL	FUNCTIONALITY
1	Pan Control	• Click-drag to adjust value. • Hold down [Ctrl] and drag to adjust left channel. • Hold down [Alt] and drag to adjust right channel. • Double-click resets to default value (max width).
2	Volume Edit	• Click to edit. • Enter confirms value input.
3	Volume Slider	• Drag to set value. • Double-click to set default value. • Mouse wheel to set value. • Hold down shift modifier key for precise movement.
	Context Menu	
4	Copy mixer state	• Copies the mixer state to clipboard.
5	Paste mixer state	• Pastes the mixer state from clipboard, replacing current values
6	Paste volume only	• Pastes volume settings from copied mixer state.
7	Paste pan only	• Pastes pan settings from copied mixer state.
8	Reset mixer state	• Resets the slot mixer to default settings.
9	Replicate Mixer State (Matrix)	• Replicates mixer state to all cells of the seleted matrix.

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10	Replicate Mixer State (all Matrices)	• Replicates mixer state to all cells of all matrices in the Vienna Instruments instance.
11	Link Panning A/B	• Links panning of the A/B Slot pair
12	Link Volume A/B	• Links volume of the A/B Slot pair

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Perform Tab

All Controllers in the Perform Tab are global controllers that affect the whole *Vienna Instruments* instance. Right-click for MIDI-Learn.

#	CONTROL	FUNCTIONALITY
1	Master Volume	• Sets master volume.
2	Master Pitch	• Sets master pitch.
3	Velocity Xfade	• Sets velocity crossfade value.
4	Slot Xfade	• Cross-fades between rack slots (a) and (b). • Alternatively sets the volume of all (b) slots, when Slot Xfade is not activated in the Slot Rack.
5	Dynamics Scaler	• Scales the velocity floor setting in the Slot Editor globally.
6	Attack Scaler	• Scales slot and patch attack values.
7	Release Scaler	• Scales slot and patch release values.
8	Expression	• Sets master expression volume.
9	Master Filter	• Sets master filter frequency.
10	Velocity Xfade	• Enables global velocity crossfade.
11	Play Release	• Enables playback of release samples.
12	Voices	• Displays the currently played amount of voices.

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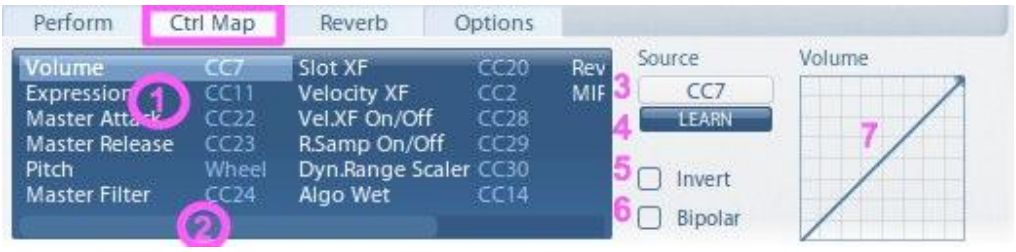
Controller Map Tab

The Controller List shows all parameters automatable by MIDI, and any current controller assignments. All parameters are available in the Parameter Assign List of the Real-time Controllers in the Basic View.



#	CONTROL	FUNCTIONALITY
1	Controller List	• Click (or click and drag) to select a controller and display its settings. • Default Settings: Volume: CC7 Expression: CC11 Master Attack: CC22 Master Release: CC23 Pitch: Wheel Master Filter: CC24 Slot XF: CC20 Velocity XF: CC2 Velocity XF On/Off: CC28 RSamp On/Off: CC29 Dynamics Scaler: CC30 Reverb Wet: CC14 Reverb On/Off: CC15
2	Scroll Bar	• Click-drag left/right to move through the controller list.
3	Source Menu	• Click to select the source controller for the selected parameter.
4	Learn	• Click to activate MIDI learn for the selected parameter.
5	Invert	• Click to enable an inverse transfer curve.
6	Bipolar	• Click to enable a bipolar curve.
7	Controller Curve	• Click and drag to change the controller curve function.

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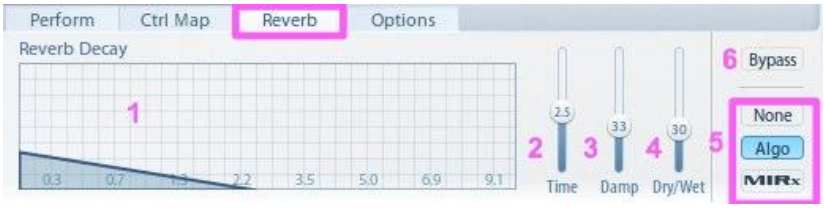
Reverb Tab

Algorithmic Reverb

The built-in Algorithmic Reverb is simple, yet effective. It is switched off by default, to make your transition from the original *Vienna Instruments* easier. You'll be surprised how good this reverb sounds with minimal CPU power consumption!



#	CONTROL	FUNCTIONALITY
1	Reverb Graph	Click-drag to simultaneously set Wet/Dry level and tail time. Click-drag horizontal handle to set Wet/Dry level. Click-drag vertical handle to set tail time.
2	Tail time	Click-drag to set tail time
3	Damp	Click-drag to set reverb damping
4	Wet/Dry Level	Click-drag to set reverb wet/dry level
5	Reverb Selection	Switches between None/Algorithmic/MIRx Reverb
6	Bypass	Bypasses the selected Reverb Type

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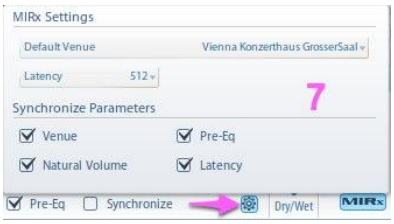
MIRx – Mixing Reverb Extension

MIRx takes the expertise we could gather from working with *Vienna MIR PRO* and applies it to this comfortable Impulse Response Reverb, with the most essential positionings for all symphonic instruments.
Enjoy a simple way to establish a prefect mix with the right balance between all your instruments.



! MIRx Venues are available as separate products, they are not included with Vienna Instruments! More information is available in the MIRx manual in your MIRx User Area.

#	CONTROL	FUNCTIONALITY
1	Instrument Position Display	• Displays the position of the selected instrument in the selected venue • Position in venue depends on the selected Profile
2	Venue	• Choose from various venues, depending on your purchased license(s)
3	Profile	• Choose from orchestral seating and solo seating for the loaded instrument. • If more than one instrument is loaded, multiple profiles will be available. • **Only one profile can be selected for each VI instance!** • **Only profiles for loaded instruments will be available** • **General Purpose profiles are available for all instruments**
4	Use Natural Volume	• Enable to set the right balance between all instruments • The amount of volume reduction is displayed in dB to the right • **Remember that the volume reduction is in relation to the very loudest instrument in the orchestra** • Consult the **Natural Volume list in the MIRx manual** for more details**!**
5	Pre-EQ	• Enabled: Automatically applies tailor-made EQ settings to the selected profile • **EQ is added before reverberation** • Alternatively, you can use the built-in Matrix Equalizer (see Matrix Tab in Advanced View)
6	Synchronize	• Synchronizes all Vienna Instruments instances in the same host that have a checked Synchronize box • Synchronization starts with first parameter change after activation • Hosts: - Vienna Instruments plug-ins in your sequencer - Vienna Ensemble servers (32/64 bit separately) - Vienna Ensemble PRO servers (32/64 bit separately)

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7	MIRx Settings	• **Default Venue:** Choose your Default Venue, when activating MIRx • **Latency:** MIRx relies on convolution processes, which is why the engine has its own latency settings to **optimize CPU load**. As a rule of thumb, **more latency means less CPU load**, but there are two numbers to be taken into account here, namely the **host buffer size** (as reported by your audio system drivers) *and* the **MIRx latency setting**. The latter should either be 0 (which is usually ideal) or a number *greater* the host buffer size. **MIRx latency below or equal to the host buffer size will yield sub-par results.** • **Synchronize Parameters:** - Venue - Natural Volume - Pre-Eq - Latency
8	MIRX Wet Slider	• Adjusts the amount of wet signal added by MIRx. • Default setting: 50
9	Reverb Selection	• Switches between None/Algorithmic/MIRx Reverb
10	Bypass	• Bypasses the selected Reverb Type

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Options Tab

Find all Master Settings for each *Vienna Instruments* instance in this tab.

#	CONTROL	FUNCTIONALITY
1	Pitch Range	• Click-drag to set the master pitch bend range (as controlled by the Perform tab > Pitch Bend slider).
2	A4 Master Tune	• Click-drag to set the master A4 tuning frequency.
3	Pan Law	• Determines how the signal level in the slot rack mixer is affected by panning. Without compensation, the combined loudness of the left and the right signal will be higher if a channel is panned to the center than if it is panned to one side. Pan Law allows for attenuation of the signal when panned to the center. • The optimum value depends on the input source. Default = -3 dB
4	Matrix CC	• Sets Control Change number reserved for Matrix switching. • Please note that a selected value here will disable usage of selected control change number for other purposes.
5	Sync Matrix	• Enables synchronization of cell position when switching between Matrices of the same size (they need to contain the same material as well)
6	Master filter Type	• Click to select master filter type. • LP6 is a less steep filter than LP12.
7	Master filter Freq1	• Sets master filter start frequency. • Click-drag to change value. • Double-click to edit value. Press [Enter] key to confirm.
8	Master filter Freq2	• Sets master filter end frequency. • Click-drag to change value. • Double-click to edit value. Press [Enter] key to confirm.
9	Master filter Curve	• Click-drag to change value. • Double-click to edit value. Press [Enter] key to confirm.
10	Filter Curve View	• Click-dragn anywhere to change filter curve.

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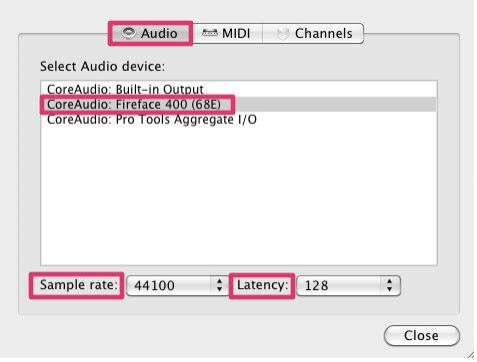
VIENNA INSTRUMENTS STAND-ALONE

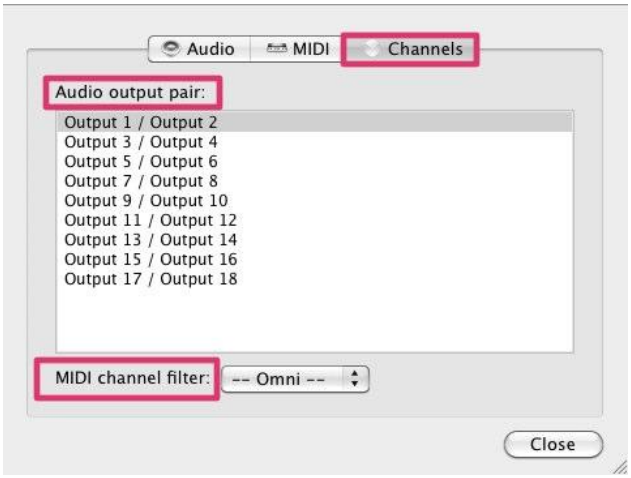
You can also use *Vienna Instruments* as a stand-alone virtual instrument. As the *Vienna Instruments* stand-alone version is not connected to or embedded in any sequencer, you have to configure the preferences for Audio and MIDI. All other features are identical with the plug-in version of *Vienna Instruments*.

Preferences

The **Audio** tab lets you choose your preferred soundcard. You can set the **Sample Rate** and **Latency**, **Panel** opens the settings panel of your soundcard.



In the **MIDI** tab, you decide which MIDI Ports will be available for *Vienna Instruments*.
The **Channels** tab lets you assign the audio output pair, depending on your selected soundcard. The **MIDI channel filter** lets you block any MIDI signals from other channels than the ones assigned here.



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VIENNA ENSEMBLE SETUP

1 Computer Setup:

Of course this is the easiest way to use *Vienna Ensemble*. Simply install *Vienna Instruments,* make sure your **ViennaKey** with your license(s) is connected and instantiate Vienna Ensemble as a VST/VST3/AU/RTAS/AAX plug-in in your sequencer - done!

Using Slave machines (with Vienna Ensemble Stand-alone):

Each computer that runs **Vienna Ensemble** needs to have a **ViennaKey** containing the licenses for the given **Vienna Instruments Collections** connected. Don't forget that you will also need the content of your **Vienna Instruments Collections** available and assigned in your **Directory Manager** (simply drag and drop the sample content folders into the Directory Manager!)

> **!** **TIP:** **If you'd like to send your MIDI and audio signals over LAN, check out *Vienna Ensemble PRO*!**

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Quick Start

Make sure that a **ViennaKey** with a Vienna Instruments Collection license is connected to your computer and that your **sample content** is installed and correctly assigned in the **Directory Manager**!
Then follow these steps:

If you'd like to use *Vienna Ensemble* **as a plug-in with your sequencer**:

1) Insert **Vienna Ensemble** as a VST/VST3/AU/AAX/RTAS instrument in your sequencer.
2) The **Service Interface** will open. In the background, the **Vienna Ensemble Servive** will launch automatically and you can start exploring right away.

On a 64-bit OS, the Vienna Ensemble Service will open as a 64-bit application by default.

If you'd like to use your 32-bit FX plug-ins, click Connect-32 bit, and a 32 bit Vienna Ensemble Service will open in the background.

You can run 32-bit and 64-bit Vienna Ensemble Services simultaneously.

Used as **stand-alone application** (most probably on a slave computer):

1) Start **Vienna Ensemble** or **Vienna Ensemble (64 bit)**.
2) Set your preferences to work with your setup in the **Vienna Ensemble Preferences** (see below).

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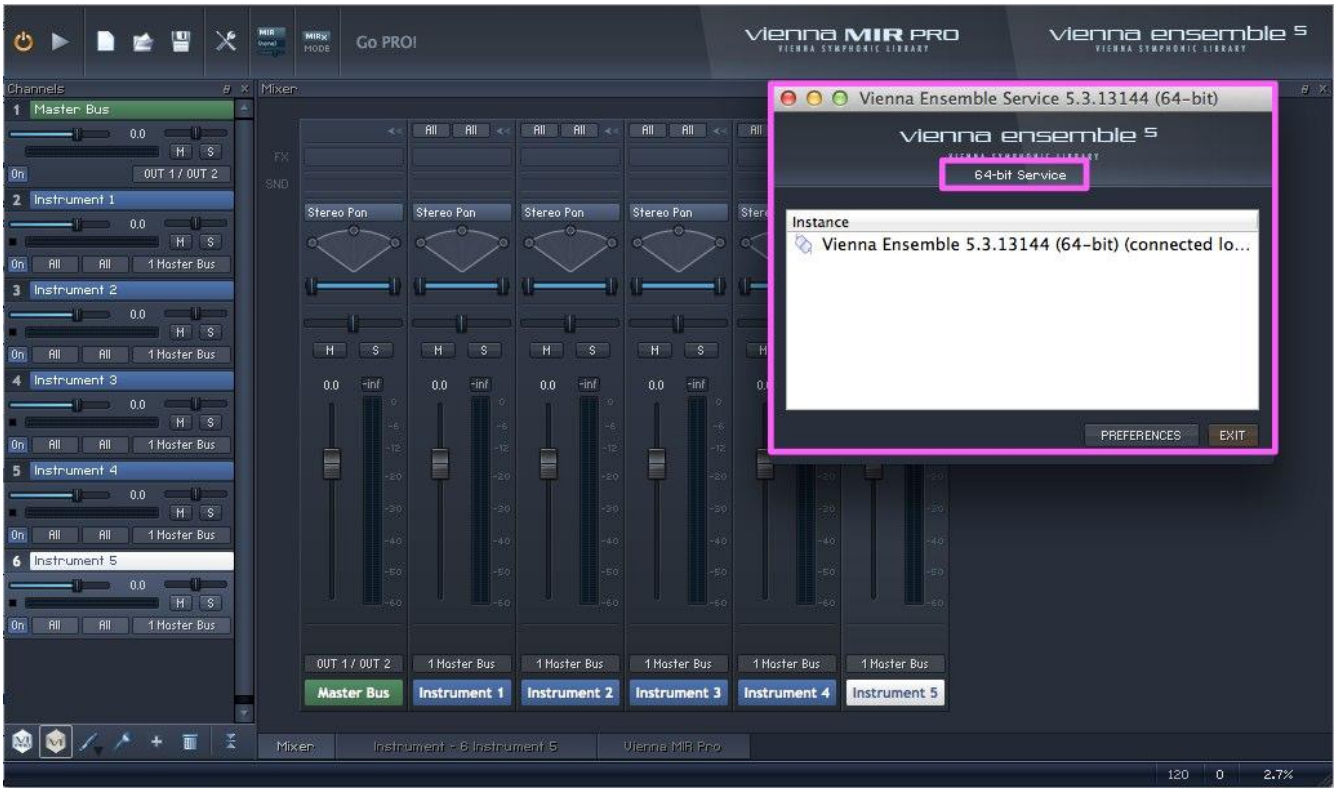
VIENNA ENSEMBLE SERVICE

The **Vienna Ensemble Service** is a separate application that runs in the background alongside your sequencer. It is started automatically when you insert Vienna Ensemble as a plug-in in your sequencer.



You can shut down all running instances of *Vienna Ensemble* with EXIT.

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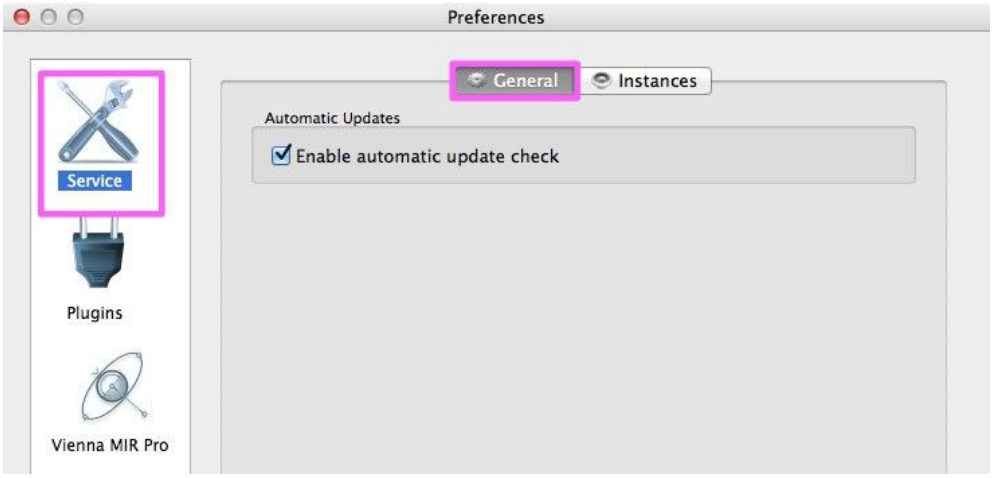
Service Preferences

Click **Preferences** in the Vienna Ensemble Service to get access to many options:

General Preferences



Enable or disable the **automatic update check** in the General Preferences. Default: Enabled

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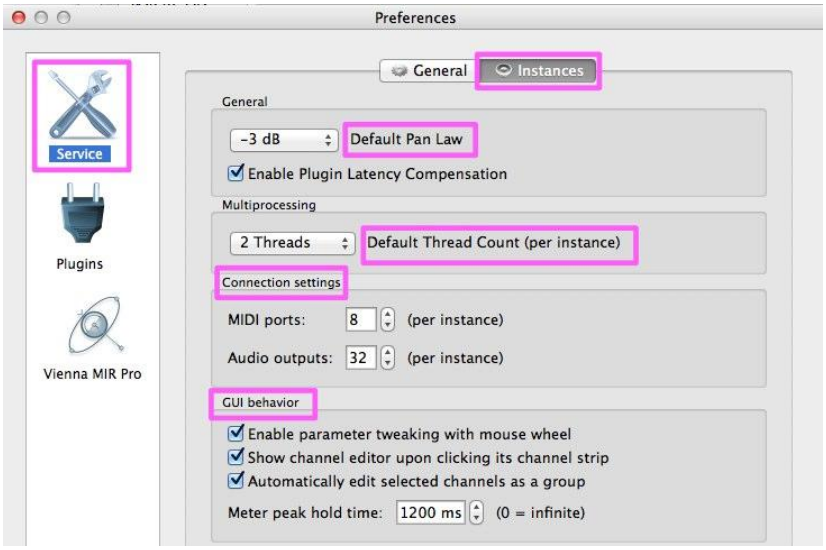
Instances Preferences:



Set the **Default Pan Law** for all new instances here. You can also **enable/disable Plug-in Latency Compensation**.
You may change the number of used threads in the **Multiprocessing** drop-down menu in real-time, and each Vienna Ensemble instance will use the specified number of process threads. So 1 instance on an 8-core computer should use 8 threads, 2 instances should use 4 threads, and so forth.

Ideally you should have as few threads as possible while still using all your cores. If you're also running your host sequencer on the same system as the running instances, it might be wise to reserve a core for it.
To keep it simple, set the amount of threads to your amount of cores. If you run into performance issues, lower the amount of threads.

You can change the number of used **MIDI Ports** and **Audio outputs** per instance.
Audio Units by design do not offer more than 1 MIDI Port per instance.

GUI Behaviour lets you optimize some basic settings for your workflow.

- **Enable parameter tweaking with mouse wheel:** Disabling this feature will avoid changing any settings when using the mouse wheel to scroll through the GUI.
- **Show channel editor when clicking its channel strip**: When disabled, the channel strips behave like mixer strips in terms of showing the editor. So rather than having the instrument editor automatically showing when clicking a channel strip, you need a double click on the colored label explicitly to show the editor.
- **Automatically edit selected channels as a group:** When activated, all selected channels will respond to changes like volume changes as a selection group. Use “Alt” to edit a single track within a selection. More information can be found here!
- The **Meter Peak Hold Time** can also be adjusted here. Default Value = 1200 ms

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A Note on Multiprocessing

There are some general guidelines to follow when using **Vienna Ensemble** on a system with multiple cores. The general rule to follow is that the optimal number of threads on a system should be equal to the number of virtual cores present.
Vienna Ensemble, like most other hosts today, offers multi-threading. This means that it runs instruments and plug-ins in parallel using several different threads, which allows to utilize several cores on the system. **Vienna Ensemble Service** will generally perform best when running as *few instances as possible*. With the **VST3 / RTAS /AAX Service Interface** plug-in, this is possible to achieve by increasing the number of midi ports per instance (see below).
Using the AU or VST2 plug-ins, you might be required to run several instances to work around the 16-MIDI-channel limitation of these standards.

As you are running a sequencer on the same machine as **Vienna Ensemble**, you could lower the number of threads for **Vienna Ensemble**, to represent the estimated load of **Vienna Ensemble** versus the load of your sequencer. In a system with 8 virtual cores and an estimated even load between sequencer and **Vienna Ensemble**, a good starting point would be to set **Vienna Ensemble** to 4 threads (if running a single instance). When running more than one instance of **Vienna Ensemble**, the number of threads per instance should be lowered accordingly.

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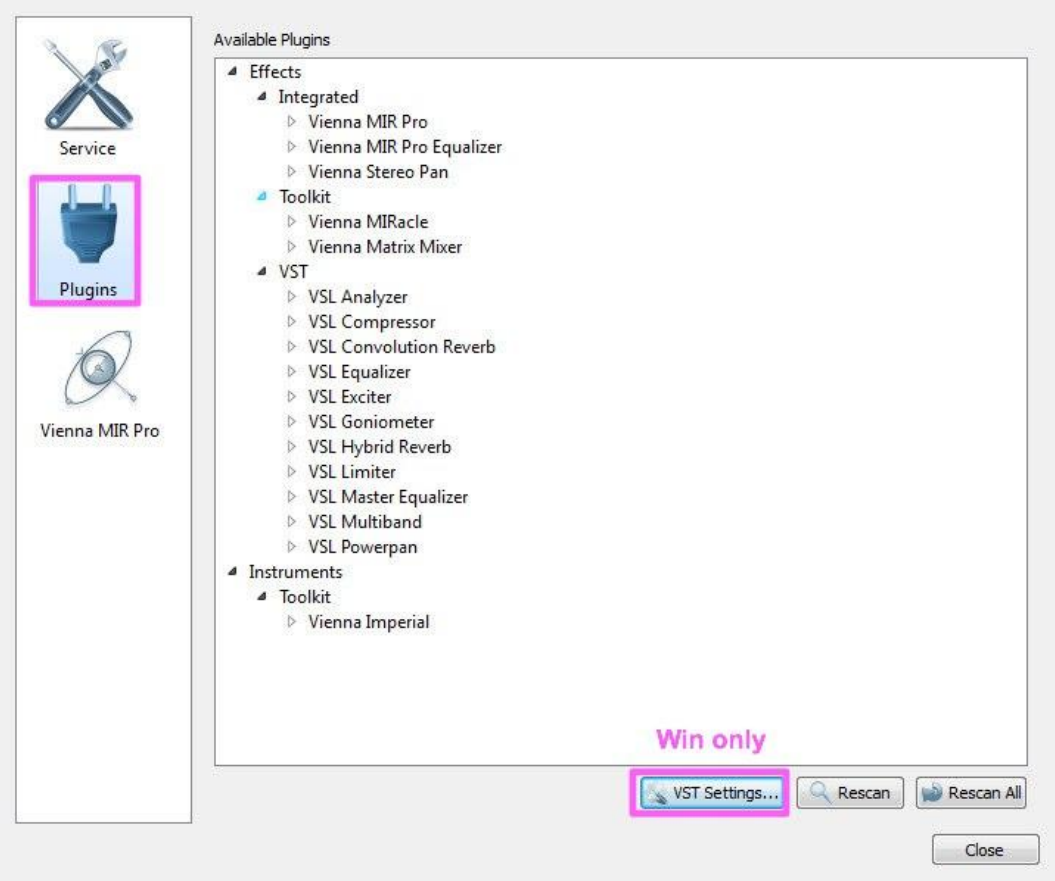
Plug-ins Preferences:

All available Plug-ins are listed in the **Plug-ins** Section of the Service Preferences.
On **Windows** systems, you may also set your VST Settings here.
Some plug-in hosts may require a rescan/revalidation of the Vienna Ensemble plug-in to apply any MIDI/audio port changes.



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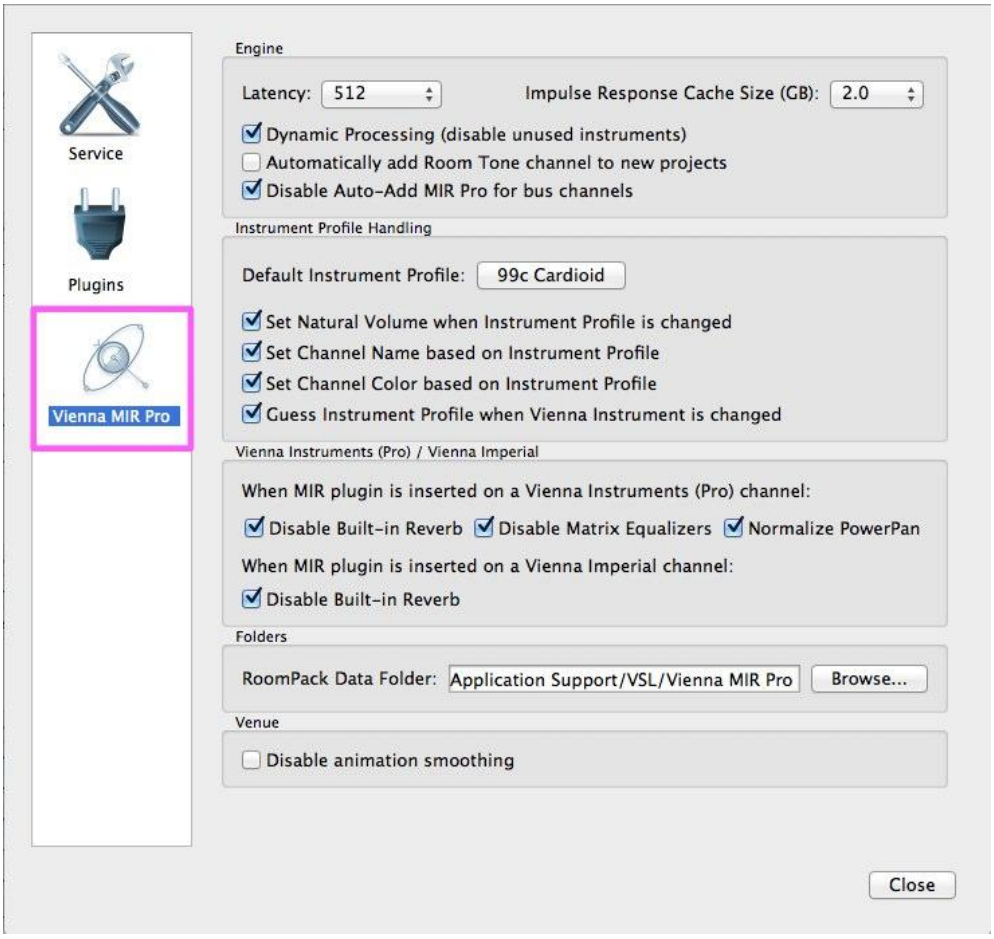
Vienna MIR PRO Preferences:

Only available if you have a valid Vienna MIR PRO / MIR PRO 24 license available.
For further details, please refer to the separate MIR PRO Manual in your User Area.


Service
Plugins
Vienna MIR Pro
Engine
Latency: 512
Impulse Response Cache Size (GB): 2.0
Dynamic Processing (disable unused instruments)
Automatically add Room Tone channel to new projects
Disable Auto-Add MIR Pro for bus channels
Instrument Profile Handling
Default Instrument Profile: 99c Cardioid
Set Natural Volume when Instrument Profile is changed
Set Channel Name based on Instrument Profile
Set Channel Color based on Instrument Profile
Guess Instrument Profile when Vienna Instrument is changed
Vienna Instruments (Pro) / Vienna Imperial
When MIR plugin is inserted on a Vienna Instruments (Pro) channel:
Disable Built-in Reverb
Disable Matrix Equalizers
Normalize PowerPan
When MIR plugin is inserted on a Vienna Imperial channel:
Disable Built-in Reverb
Folders
RoomPack Data Folder: Application Support/VSL/Vienna MIR Pro
Browse...
Venue
Disable animation smoothing
Close

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Vienna Ensemble Service Interface

General Information

Vienna Ensemble Service Interface is a plug-in that communicates with the **Vienna Ensemble Service.** Instantiating Vienna Ensemble as a plug-in in your sequencer opens the **Vienna Ensemble Service Interface**:

- Each Service Interface can connect to one instance of Vienna Ensemble, and of course you can utilize multiple Service Interfaces and instances!
- If you'd like to use your 32 bit FX plug-ins, click **CONNECT 32 bit**, and a 32 bit Vienna Ensemble Service will open in the background (and vice versa with 64 bit).
- You can run 32-bit and 64-bit Vienna Ensemble Services simultaneously.
- Click **RAISE** to see the connected Vienna Ensemble instance.

Additionally, you can set the **Preferences per instance** (Audio Outputs, MIDI Inputs).

- Note that these Preferences are system wide settings that will not be saved with your project.
- **Actual latency** is displayed on the Service Interface plug-in in both samples and milliseconds, allowing for manual latency compensation for hosts that are unable to perform dynamic latency compensation for instruments (like Digital Performer 7).
- Note that the **displayed latency** can depend on multiple factors and is not just a reflection of the latency buffers setting.

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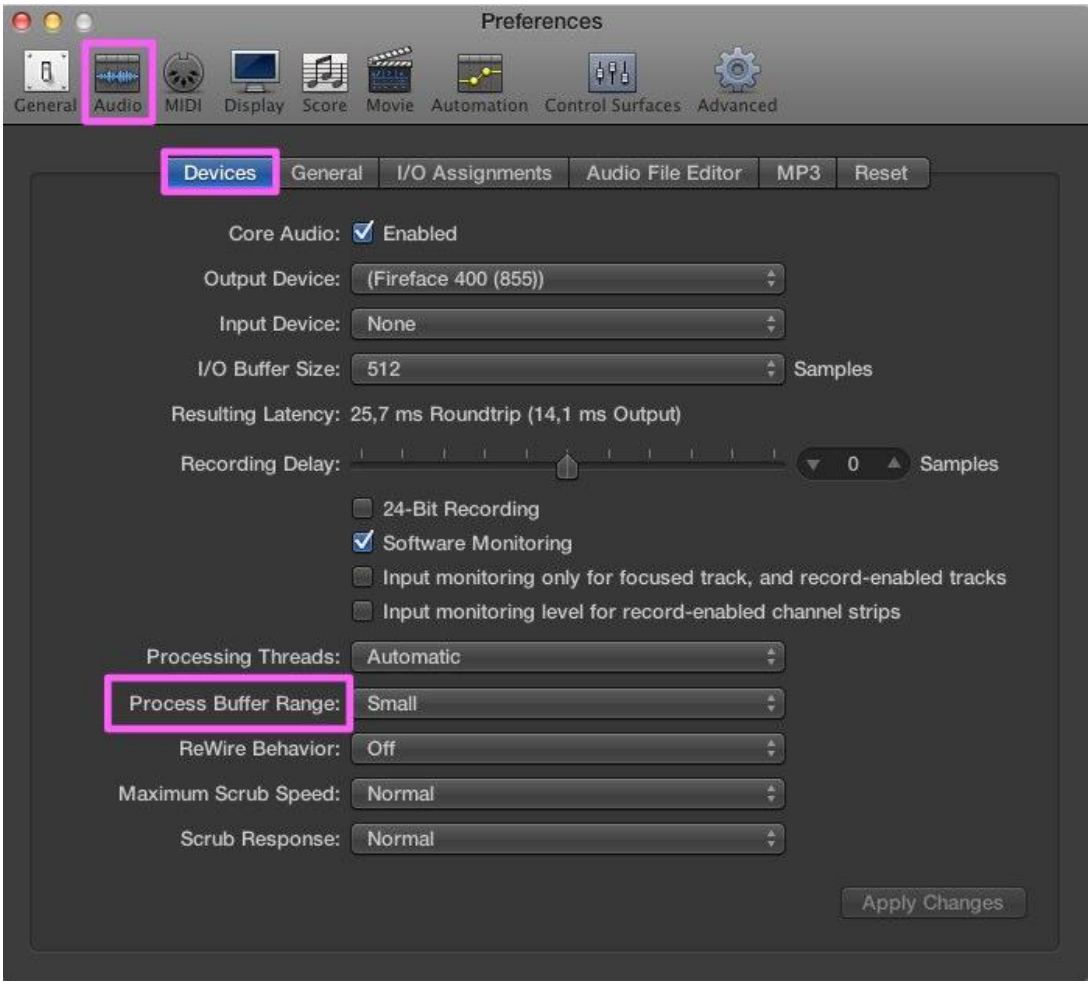
! Attention LOGIC users: To guarantee optimum performance of Vienna Ensemble it is essential to set the Process Buffer Size under "Preferences/Audio/Devices/Core Audio" to SMALL.



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Latency Settings

In the **Vienna Ensemble Service Interface** you will also find the **Latency** settings. This value ONLY affects the latency added over network when you are playing live.

> **!** **The Vienna Ensemble Service Interface plug-in automatically compensates the latency in playback – even if you have set the Latency to different settings for different instances of Vienna Ensemble.**

We have applied dynamic latency compensation to Vienna Ensemble. This means that your sequencer will automatically adapt to the chosen buffer settings of your Vienna Ensemble Service Interface plug-in.

> **!** **ATTENTION: RTAS does not support real-time dynamic latency compensation at the moment; the plug-in has to be reloaded for changes to become effective. Disabling Delay Compensation and enabling it again is also known to work.**

Setting the **Latency** to "**none"** will synchronize Vienna Ensemble with your soundcard, so that no latency is added – while very good for recording percussive sounds, this also adds a lot of strain to the CPU.
Setting the **Latency** to "**1 buffer"** will add one buffer to your soundcard latency. If your soundcard latency is, e.g., 256 Samples, your latency when playing live will be 512 samples.
Setting the **Latency** to "**2 buffers"** will add 2 buffers to your soundcard latency. If your soundcard latency is, e.g., 256 Samples, your latency when playing live will be 768 samples.

And so forth …
Generally speaking: The faster your CPU and the better your soundcard, the more you can expect from your system!

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VIENNA ENSEMBLE OVERVIEW

64-bit and 32-bit support

Vienna Ensemble supports hosting of 32-bit VSTi/AU effect plug-ins in a 32-bit Service and hosting of 64-bit VSTi/AU effect plug-ins in a 64-bit Service.

You may run *Vienna Ensemble* 32-bit and 64-bit instances (as a stand-alone or as a plug-in) side by side. This way you can host old "legacy" 32-bit effect plug-ins in a 32-bit *Vienna Ensemble*, while hosting *Vienna Instruments*, *Vienna Instruments PRO*, *Vienna Imperial, Vienna Suite*, as well as any other 64-bit capable AU(OS X) / VST (WIN) effects in your 64-bit *Vienna Ensemble*.

When *Vienna Ensemble* plug-ins are loaded with a master host project, they will always connect to the Vienna Ensemble Service with the architecture (32-bit/64-bit) they were connected to when the master host project was saved.
The most obvious advantage of 64-bit plug-ins when it comes to RAM-intensive applications is of course that you can utilize as much RAM as available in your 64-bit OS.

Switching between 32-bit and 64-bit

To switch from a 32-bit to a 64-bit Service or the other way around, use the buttons in your Service Interface.

As soon as you click **Connect 32 bit / Connect 64 bit**, you will be connected to the corresponding Vienna Ensemble Service.

> **!** **It is recommended to save *Vienna Ensemble* projects (viframes) of each *Vienna Ensemble* instance, as some 3rd party effect plug-ins only come as 32-bit plug-ins.**

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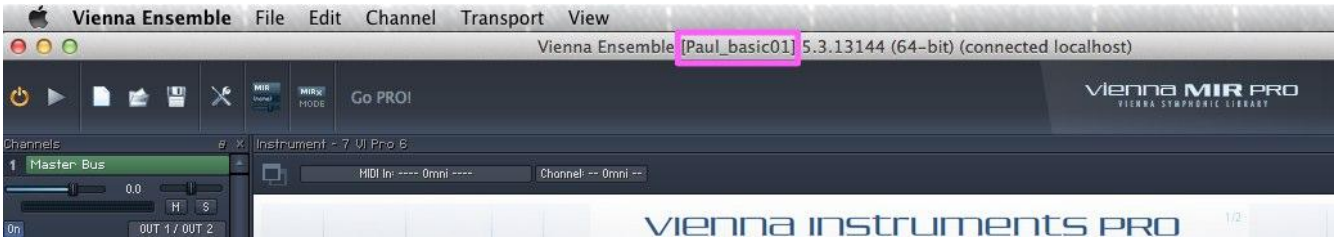
File Formats and information display

You can save separate **Vienna Ensemble Projects** using the file menu or the icon in the task bar. The saved files are called ***.viframe32** and ***.viframe64**, depending on the version (32/64 bit) of the Vienna Ensemble Service. They contain all information saved in a single Vienna Ensemble instance!

When loading a *.viframe, the file name will be displayed in [ ], amongst other information
1) in your **Vienna Ensemble Instance Window Title** (in this case: “Paul_Basic_01”):


Vienna Ensemble File Edit Channel Transport View
Vienna Ensemble [Paul_basic01] 5.3.13144 (64-bit) (connected localhost)
Go PRO!
vienna MIR PRO
Channels
Instrument - 7 VI Pro 6
1 Master Bus
MIDI In: ---- Omni ----
Channel: -- Omni --
OUT 1 / OUT 2
vienna instruments PRO

2) and in the Vienna Ensemble Service Window

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Navigation / The Mixer

The **Vienna Ensemble** GUI will open in the background of your sequencer. Hover with your mouse over each icon and you will see a **description** in the lower left corner, as well as a “mouse-over” description (with the corresponding shortcut, if available)!

The taskbar in the upper left corner contains the following icons:

1) Start/Stop Engine
2) Start/Stop Transport
3) **New Project**: Create a new project from scratch
4) **Open Project**: Open your saved projects: *.viframe32 or *.viframe64
5) **Save Project**: Save your projects as *viframe32 or *.viframe64 files
6) Preferences
7) **Auto-Add MIR PRO** will automatically add MIR PRO to each new channel (only visible if a MIR PRO license is available).
8) **MIRx Mode** opens MIRx Settings

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In the lower left corner, you can **add Vienna Instruments PRO** and **Vienna Instruments** instances, **virtual instrument plug-ins (Vienna Imperial as AU/OS X and VST/WIN plug-in)**, **Audio Input Channels** (for the outputs of VI PRO) and busses. You can **delete selected channels** and **toggle the narrow channel strip view** on and off for the left channel pane.
The **View Selection** to the left lets you switch between Mixer, Instrument and Vienna MIR PRO View.

In the lower right corner, you will find some more information available all the time.
Tempo (BPM), Plug-in Latency Compensation (in samples), CPU Meter.
Note: Plug-in Latency Compensation can be disabled in Preferences.

By default, Bus channels are green, Vienna Instruments channels are blue, VSTi/AU plug-in channels are brown(ish) and audio input channels are violet.
Move channels in the Channel Pane or Mixer according to your preferences.
You can **collapse single channels** (in the mixer) and expand and collapse all channels by holding down SHIFT:

It is possible to **undock the Mixer, the Channel Pane,** the interfaces of **all virtual instruments and MIR PRO (if available)** to use these windows in a separate window (or on a second screen).

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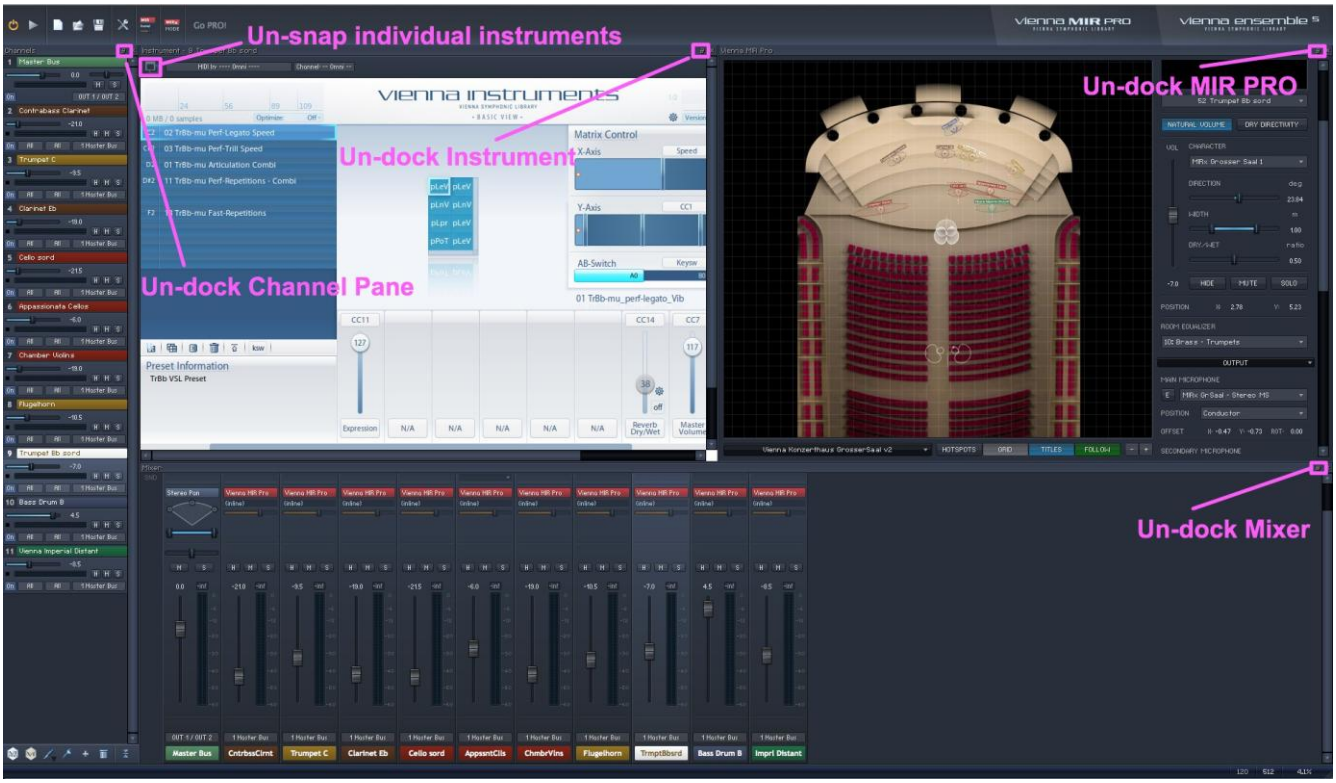
Re-arranging Windows

To **undock a window**, double-click its title bar or click the small undock button in the upper right corner.
To **dock an undocked window again**, double-click its title bar.

To **re-arrange a docked window** (like shown below), simply click and drag its title bar over the main window. Indicators will be displayed when you're placing the window over a valid location on the main window.

The **Instrument** window offers the option to unsnap individual instruments.
The big "unsnap" button in that window lifts that particular instrument's User Interface out of the shared area and makes it a free floating window.



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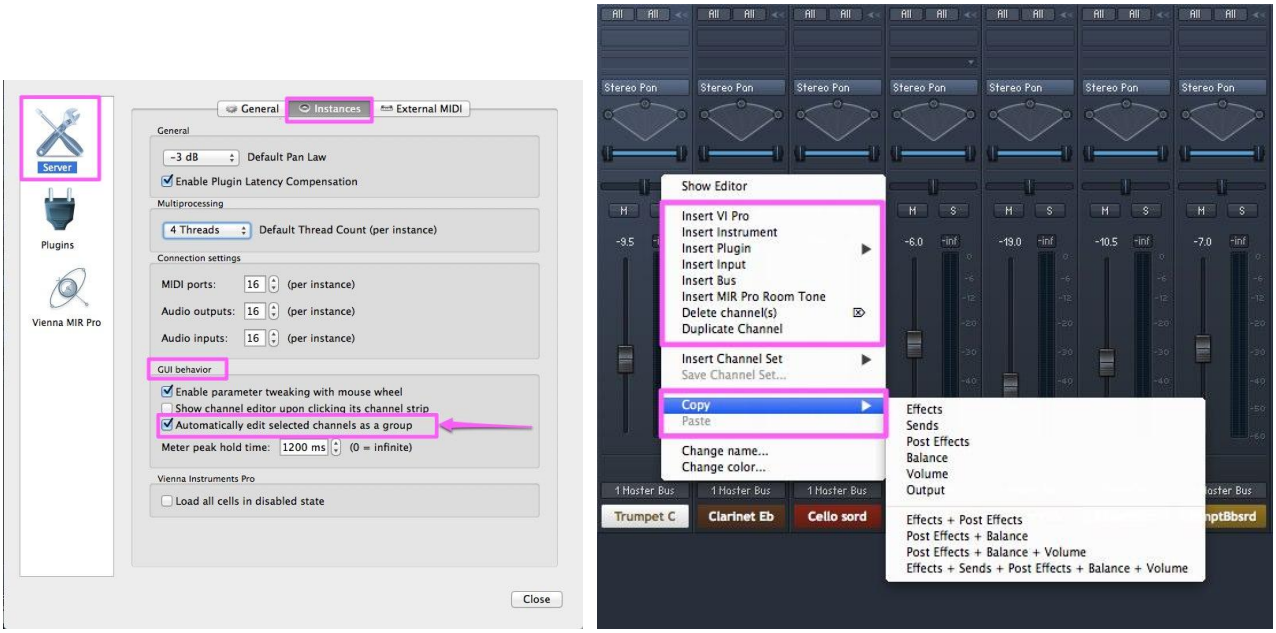
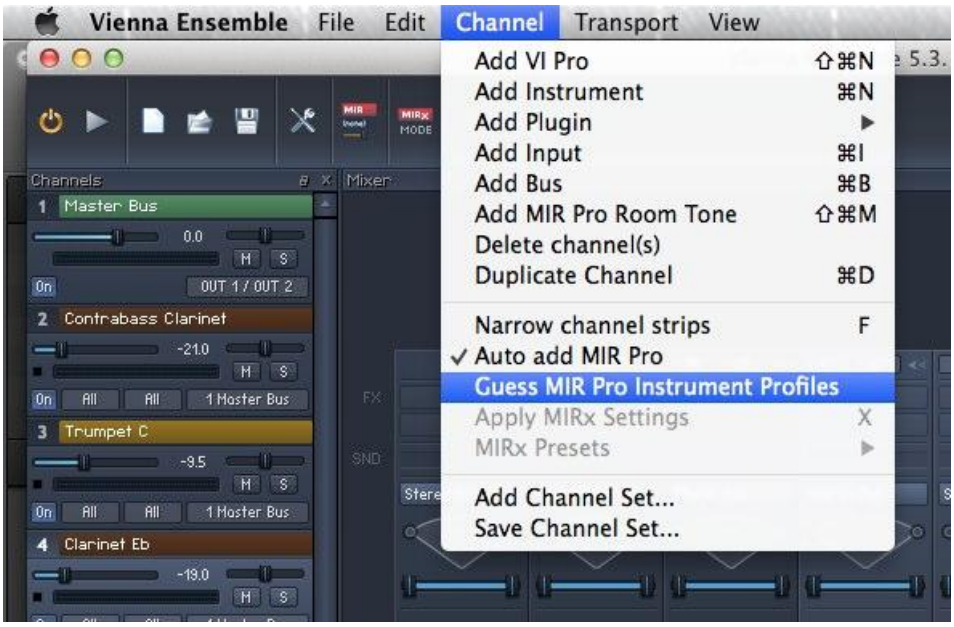
Channel Options

Right-click on the channel you want to change and you have the following options: **duplicate channels**, **copy specific channel settings,** or **save and insert Channel Sets** (all settings and loaded samples on selected channels).
You can **copy and paste specific parameters** of each channel, and you can also **define the color and name of selected channels**.



All channel context options can also be found in the menu bar.



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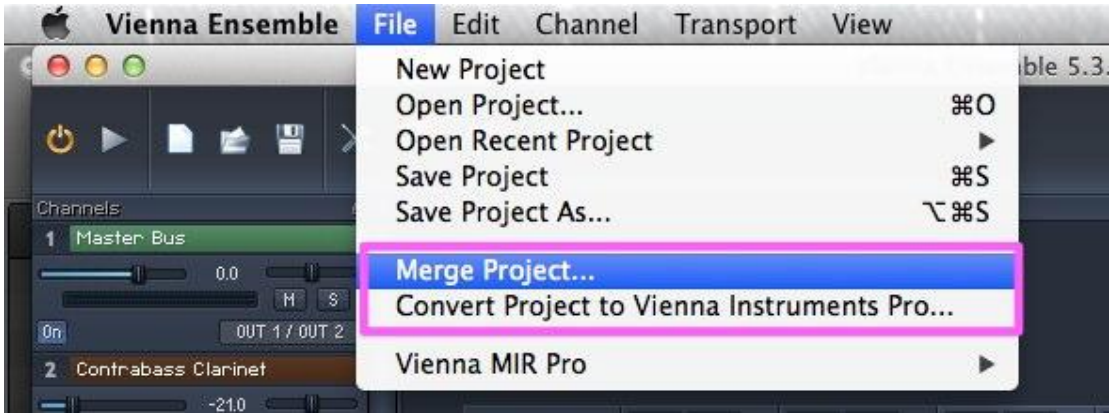
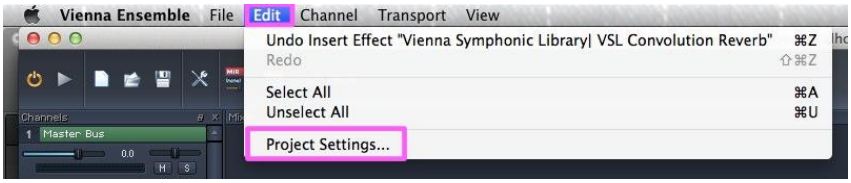
All **MIR PRO** options in the screenshot above are of course only available if a MIR PRO license is present, and are described in the separate MIR PRO manual.

Merging existing projects (of course also from older Vienna Ensemble templates) and **converting a project** (that contains original Vienna Instruments instances) **to Vienna Instruments PRO** is possible as well. These options can be found in the “File” menu of each Vienna Ensemble instance:



We have also added the option to **set a pan law** (both a default setting and a per project setting), which applies to all included panning plug-ins.
And you can also set threads preference per project now:



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Post Effect Plug-in Rack

The default stereo power-pan has been transformed into a "post effect" plug-in rack.
All plug-ins in this post effect rack are processed after the pre-fader sends.

Right-click the slot to replace the inserted plug-in (see above).
Double-click the slot to open the Plug-in GUI for more exact placement.
You can also **drag additional plug-ins** into this effect rack.

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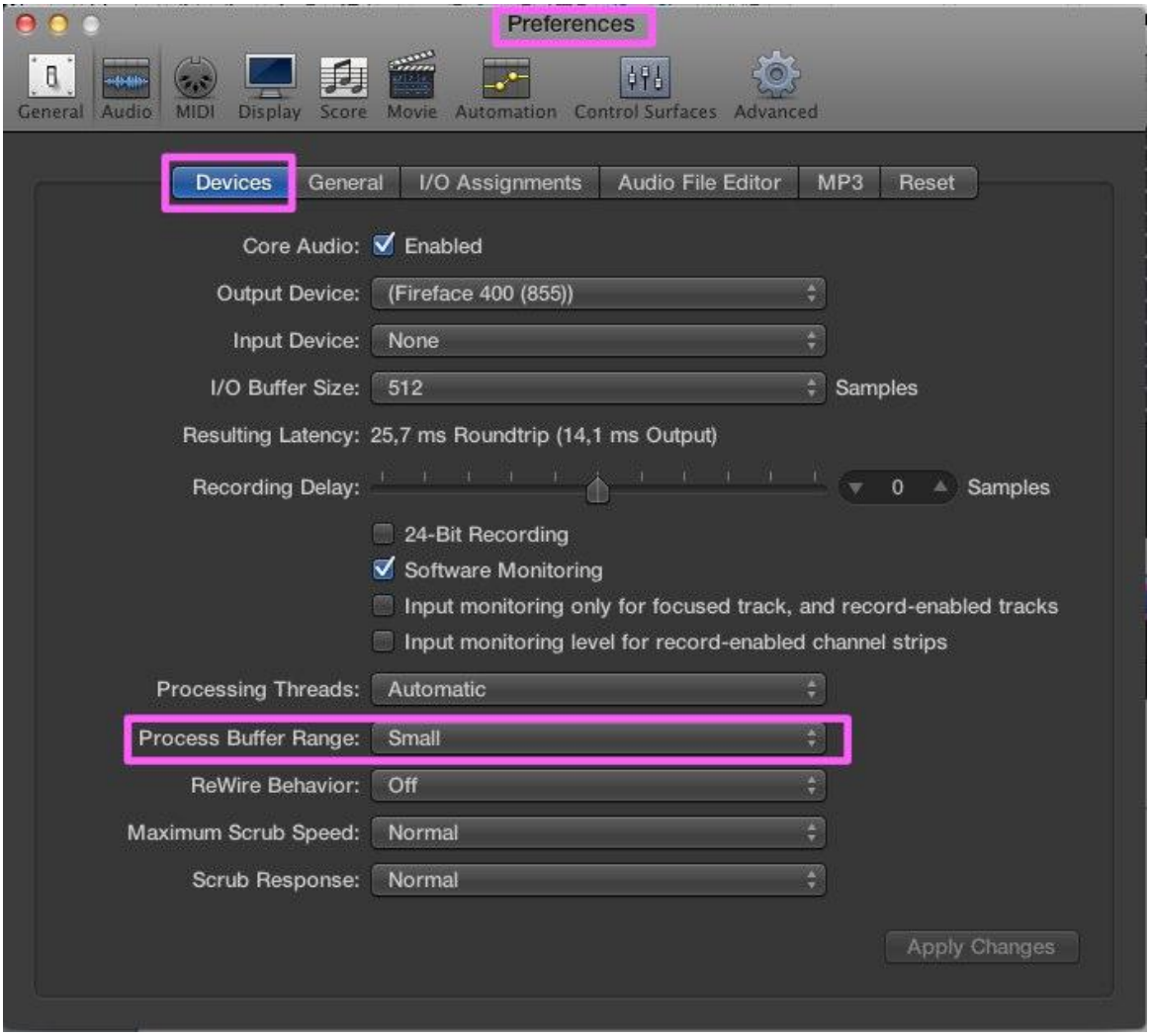
IMPORTANT NOTES FOR Logic USERS

Make sure that the Process Buffer Range is set to „Small“ for Optimum Performance:



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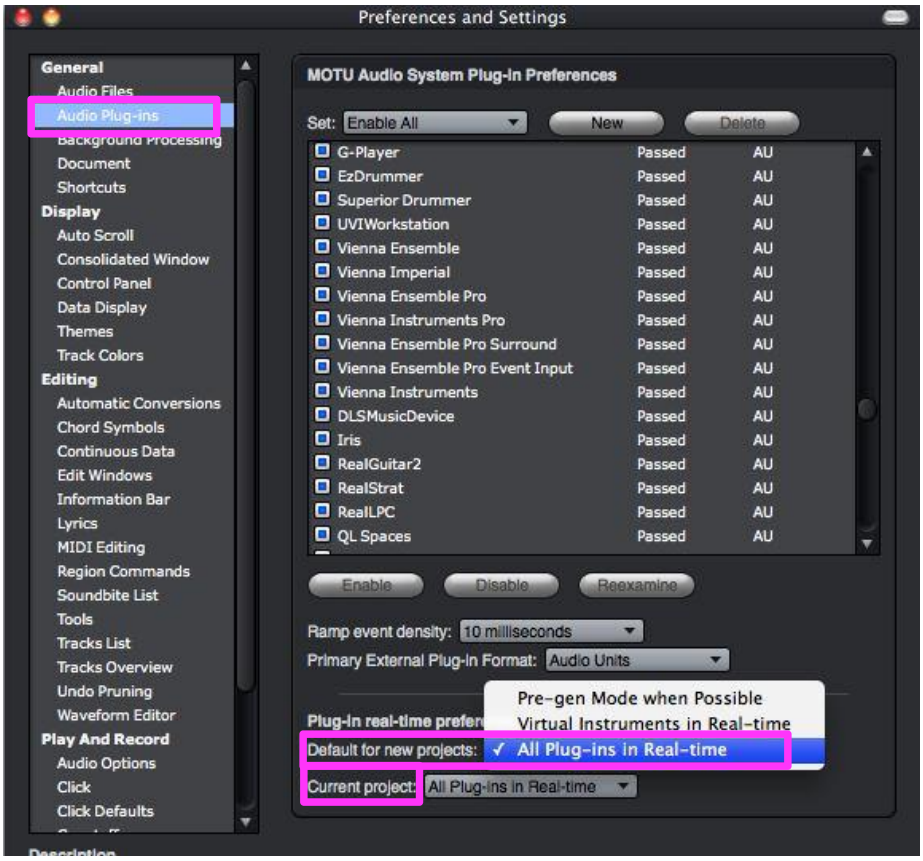
IMPORTANT NOTES FOR DIGITAL PERFORMER USERS

In Digital Performer's **Audio Plug-ins Preferences**, choose "**All Plug-ins in Real-time**" as Plug-in real-time preference (default setting and in the current project, see below).
If **Pre-gen mode** is enabled, the Audio/Event Input plug-ins will not work properly.



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Channel Overview

MIDI Ports

Each **Vienna Ensemble** instance offers up to 32 MIDI ports with 16 MIDI channels each (= 512 MIDI channels) and a virtually unlimited number of audio ports. You can set the number of ports in the **Service Preferences** of each instance.

The **channel selector** also allows you to choose **omni** to receive on all 16 channels or **none** to temporarily disable MIDI input on that port.

If you're running Vienna Ensemble as a plug-in, a dedicated Plug-in MIDI In port will be offered for every Instrument. Used as a VST 3/RTAS/AAX plugin, up to 32 ports are available within Cubase, Nuendo and Pro Tools.

Assign **2 key ranges** for each virtual instrument, which allows you to create, e.g, full string sections with your desired articulations (even Performance Legatos) – simply assign the same MIDI Channel to all of them and "stack" their keyboard ranges. E.g., you could let the double basses play from B0 to B1, cellos from C2 to B2, violas from C3 to B3, and the violins from C4 to their highest note – just try out what you can do and what makes sense … You can also let the ranges overlap.

> **!** **TIP: Define the second key range for all layered instruments in the same keyboard area. Then set the keyswitches for all instruments to the same keyswitches within this second key range. This way you can use the same keyswitches to switch between different articulations for all layered instruments.**

MIDI Port and **MIDI channel** of each instrument channel are displayed on top of each channel in the mixer and on the Channel Pane. You can also change the settings here.

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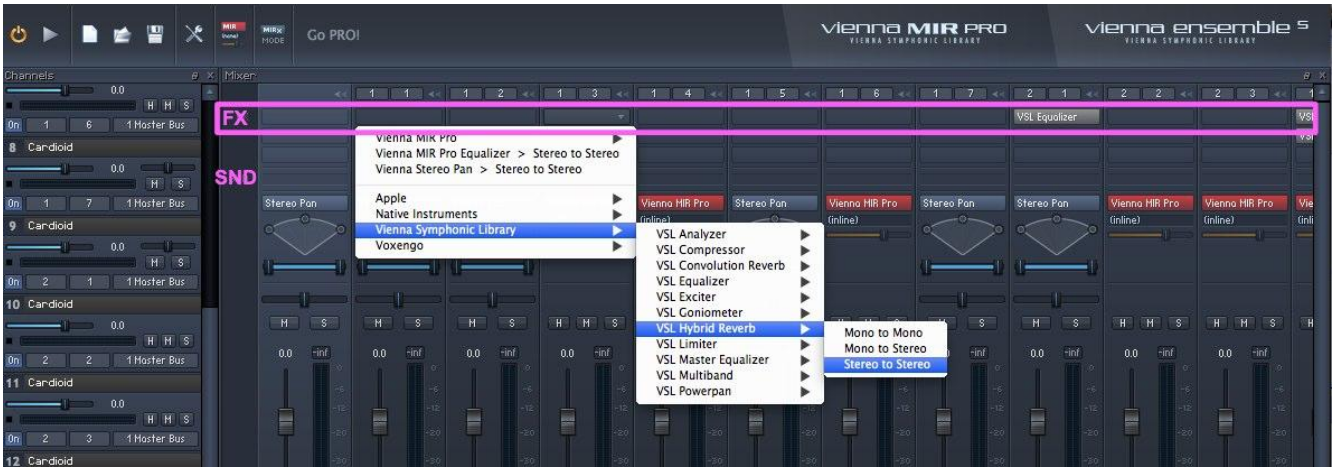
Plug-in effects

You can assign FX plug-ins to every channel, and you have flexible routing possibilities with assignable Sends. Simply click in the **FX** and **Send Rows** in the mixer.



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Power panning/Secondary FX Rack

Vienna Ensemble offers two different pan modes: Normal balance, where the volume of the “weaker” channel is lowered correspondingly, and power panning, where you don’t lose any stereo information but can narrow or even collapse a channel’s stereo signal as desired by dragging the left and right handles.
Clicking in the space between the handles or dragging the center dot in the graphic view allows you to move the channel’s stereo center.

A right-click takes you to the menu of this „Post FX Rack“. This way you can choose to insert quite some features of MIR PRO (if you have a license available) or alternative FX. More about these options can be found in the MIR PRO User Manual.

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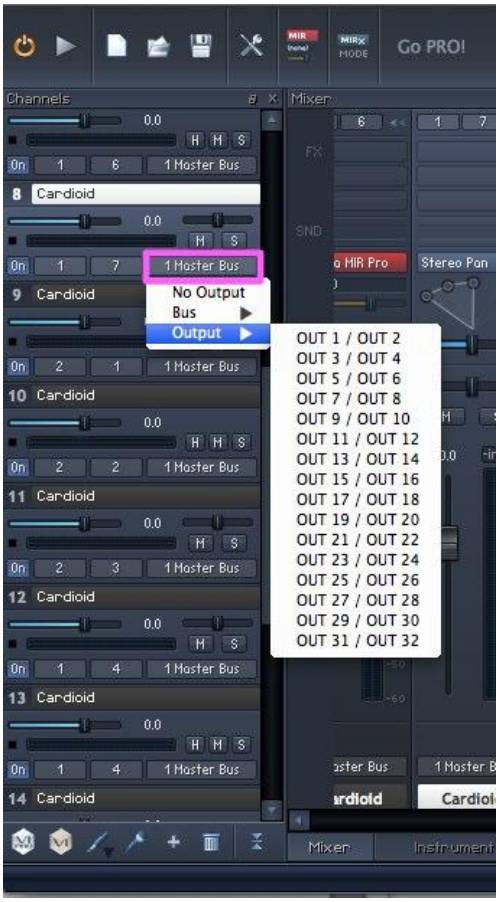
Outputs

The **output assignment** offers flexible routing possibilities including all busses – you can assign each channel either to a bus or a hardware output, so that you can set up your mixing console to fit your needs; e.g., you could assign all string instruments to Bus #1, all drums to Bus #2, etc. Of course, changes made in a Bus will affect all channels attached to it.



Each channel has **Mute** and **Solo** buttons as you know them from your sequencer.

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Vienna Instruments PRO in Vienna Ensemble

Vienna Instruments PRO is a **multi-timbral plug-in**, which lets you add the available outputs as dedicated input channels conveniently with the “+/–“ Buttons below the volume fader of the instrument track. This way you can send the audio signal back to VE PRO and your sequencer on a separate channel for additional mixing.

You need to assign the appropriate outputs first WITHIN Vienna Instruments PRO.
Output routing of these additional channels is as flexible as any other channel!

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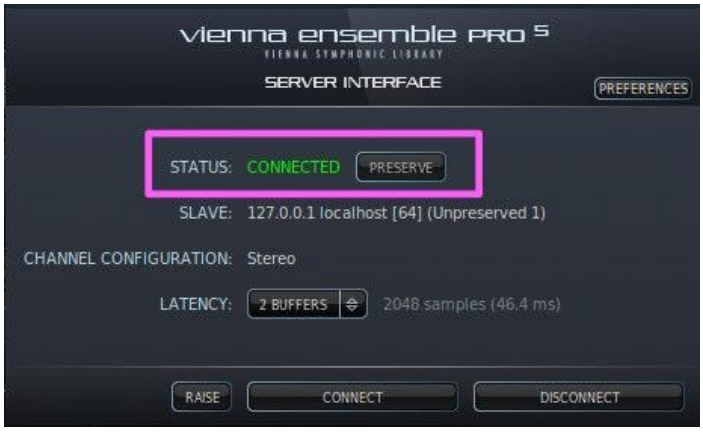
MIGRATING TO VIENNA ENSEMBLE PRO

Upgrading from Vienna Ensemble to Vienna Ensemble PRO is easy!

1) **Save your Vienna Ensemble projects (*.viframe files)**

2) Launch **Vienna Ensemble PRO SERVER** (32 and/or 64 bit)

3) Replace the Vienna Ensemble Service Interface plug-ins with Vienna Ensemble PRO Server Interface plug-ins. You will be asked to connect to the available Vienna Ensemble PRO Servers. Choose NEW instances



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4) **Load the saved projects in Vienna Ensemble Pro.** If you want to merge projects, use the “Merge Project” feature in the “File” menu. It is advised to check the assignments of outputs after merging projects.

For more detailed information on Vienna Ensemble PRO, please refer to the Vienna Ensemble PRO manual in your User Area!

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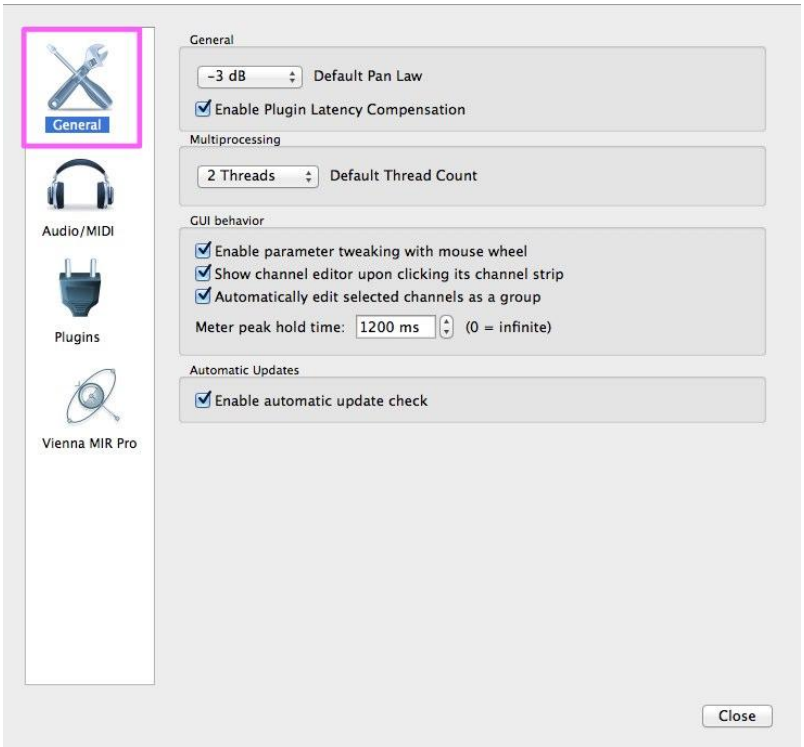
VIENNA ENSEMBLE STAND-ALONE

Vienna Ensemble can be used as a plug-in or as a stand-alone software. To launch Vienna Ensemble as stand-alone software, double-click **Vienna Ensemble** or **Vienna Ensemble (64-bit)** from your programs/applications.

Preferences

Click on the **Preferences** icon in the task bar to configure your stand-alone setup. The first start will automatically open the Preferences.

The **General Preferences** for your stand-alone Vienna Ensemble differ just a little from the Preferences described in the [Vienna Ensemble Service Preferences (Instances)].



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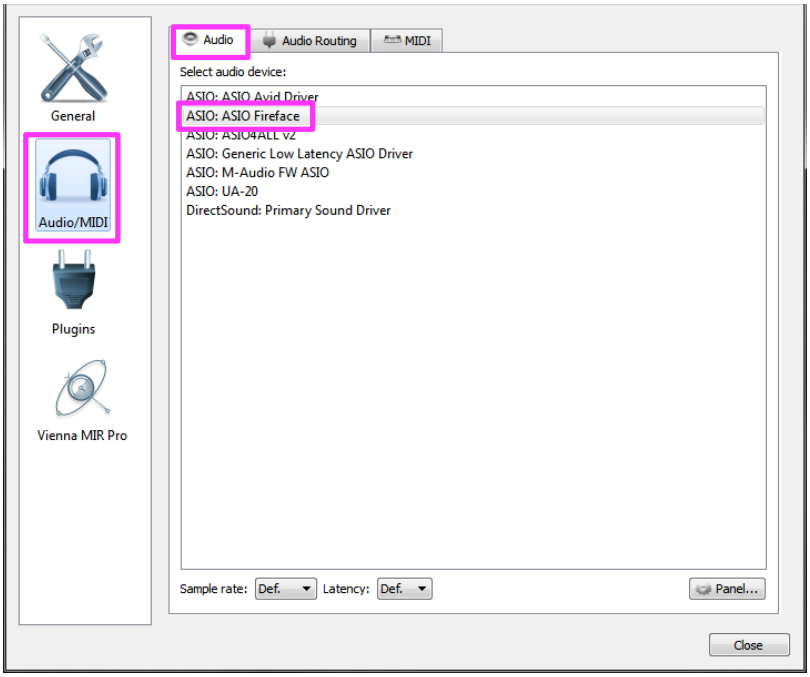
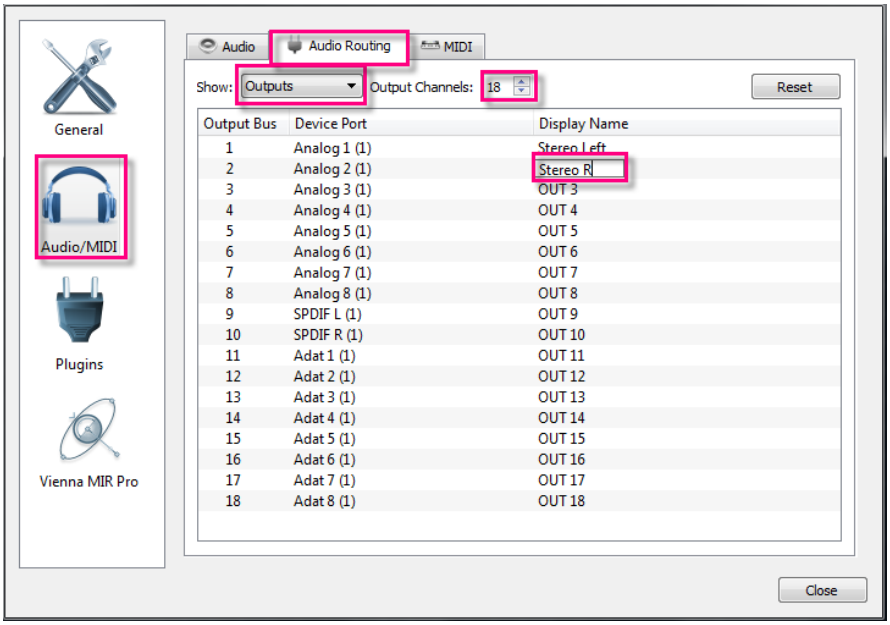
Select your **Audio Device**:



The **Audio and MIDI Routing** can be configured, you can add and deactivate outputs/inputs and **assign names** for a better overview. The **activated inputs of your soundcard** will also be available in the **Input Channels** within Vienna Ensemble.


General
Audio/MIDI
Plugins
Vienna MIR Pro
Audio
Audio Routing
MIDI
Show: Outputs
Output Channels: 18
Reset
Output Bus
Device Port
Display Name
1 Analog 1 (1) Stereo Left
2 Analog 2 (1) Stereo R
3 Analog 3 (1) OUT 3
4 Analog 4 (1) OUT 4
5 Analog 5 (1) OUT 5
6 Analog 6 (1) OUT 6
7 Analog 7 (1) OUT 7
8 Analog 8 (1) OUT 8
9 SPDIF L (1) OUT 9
10 SPDIF R (1) OUT 10
11 Adat 1 (1) OUT 11
12 Adat 2 (1) OUT 12
13 Adat 3 (1) OUT 13
14 Adat 4 (1) OUT 14
15 Adat 5 (1) OUT 15
16 Adat 6 (1) OUT 16
17 Adat 7 (1) OUT 17
18 Adat 8 (1) OUT 18
Close

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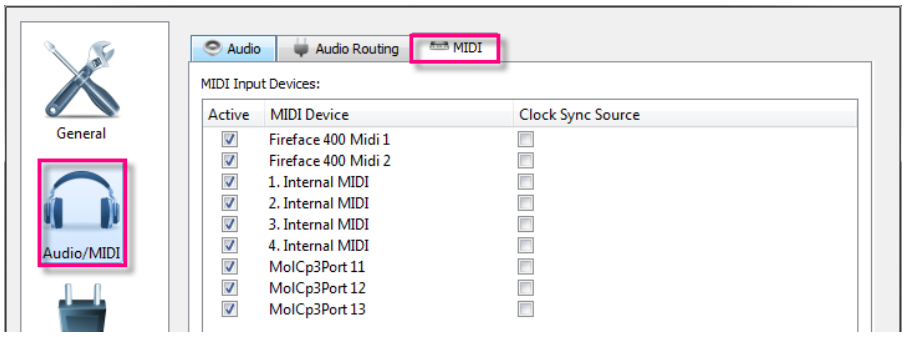
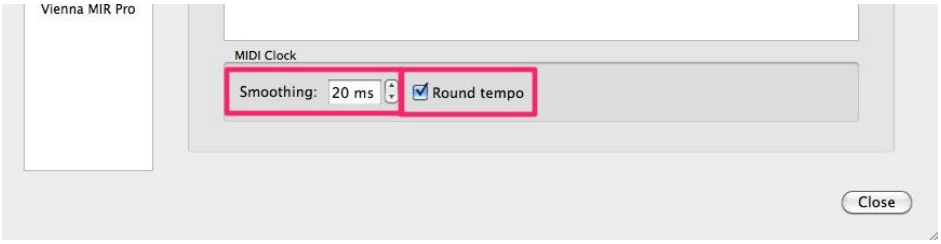
WINDOWS: Select active channels of an audio device to improve communication with other audio applications. Audio channels of the same audio device can be used by another audio application when deactivated in the **Vienna Ensemble** Preferences.

MIDI: Select your MIDI Input Devices for this Vienna Ensemble stand-alone instance.



Smoothing: Sets the amount of smoothing applied to the tempo when synchronized to MIDI Clock. Ranges from 0 to 40 ms. Defaults to 20 ms.
Round tempo: When enabled, rounds the tempo to integer values (so for instance 120.2 becomes 120, 140.7 becomes 141, and so forth), which generally results in less tempo jitter at the expense of possible tempo drifting. Enabled by default.



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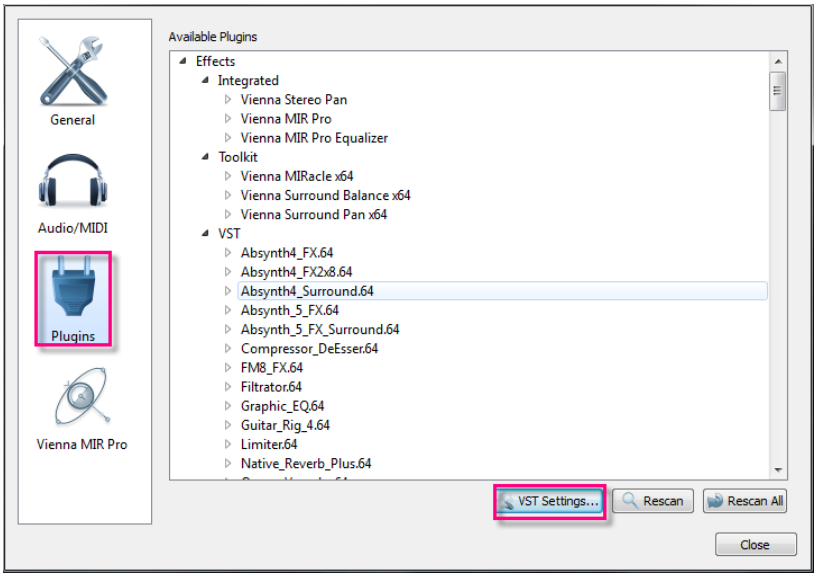
Plug-ins: In **OS X**, all installed AU plug-ins are displayed here. In **Windows**, make sure that you have assigned the correct **VST plug-in path**, so that *Vienna Ensemble* can find all your plug-ins!



The **Vienna MIR Pro Settings** are only available if a license for MIR PRO is available. Please consult the MIR PRO manual for more information.

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SHORTCUTS AND SPECIAL FEATURES

Shortcut List for Windows

- [CTRL+R] Start/Stop Engine
- [CTRL+O] Open Project
- [CTRL+S] Save Project
- [CTRL+Alt+S] Save Project as…
- [CTRL+P] Preferences – does not work in server mode
- [ESC] Toggle Mixer View
- [CTRL+Q] Quit
- [CTRL+Z] Undo
- [CTRL+Y] Redo
- [CTRL+N] Add Instrument
- [CTRL+I] Add Input channel
- [CTRL+B] Add Bus
- [CTRL+D] Duplicate Channel
- [Del] Delete channel(s)
- [F] Fold channel strips (Channel Pane)
- [PgUp] Previous Channel
- [PgDn] Next Channel

Shortcut List for OS X

- [Command+R] Start/Stop Engine
- [Command+O] Open Project
- [Command+S] Save Project
- [Command+Alt+S] Save Project as
- [Command+P] Preferences – does not work in server mode
- [ESC] Toggle Mixer View
- [Command+Q] Quit
- [Command+Z] Undo
- [Command+Y] Redo
- [Command+N] Add Instrument
- [Command+I] Add Input channel
- [Command+B] Add Bus
- [Command+D] Duplicate Channel
- [<-] Delete channel(s)
- [F] Fold channel strips (Channel Pane)
- [PgUp] Previous Channel
- [PgDn] Next Channel

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Special Features Channel Pane

- Rubber-band Selection of channels
- Browsing channels with Pgup / PgDn and Arrow up / Arrow down
- Selection of multiple channels with [Shift/Ctrl+Click]
- Dragging of channels (drag on titlebar)
- Right click on a channel strip for a menu of actions
- Hold down [Alt] while selecting a MIDI channel and the MIDI channels of all selected channels will be automatically incremented.
- Select multiple instruments and hold down [Alt] while changing MIDI port or channel – this value will propagate to all selected channels
- Hold down [Shift] while selecting a MIDI Channel and all selected channels will get the same value
- Holding SHIFT when inserting/removing plug-in will apply to the same insert slot on ALL tracks.
- Holding ALT when inserting/removing plug-in will apply to the same insert slot on SELECTED tracks.
- The same applies to Bypass. (Shift-Ctrl-Click applies to all, Alt-Ctrl-Click applies to selected tracks).
- Moving a plug-in BETWEEN two insert slots will create a complete new row of insert slots.
- When a row gets empty, the view will be optimized (the row will be removed).

Special Features Mixer

- [Shift]-drag any control for fine adjustment
- [Shift]-mouse-wheel any control for fine adjustment
- Selection of channels with [Shift/Ctrl]-click
- Rubber-band selection of channels
- Double-click channel name to open instrument GUI (if available)
- [Ctrl]-click on the channel strip fold button to fold all mixer-strips
- Right-click on the channel strip for a menu of actions (like in the Channel Pane)
- Select multiple channels, hold down [Alt] while adjusting volume or pan, and all selected channels will be adjusted
- Hold down [Alt] while selecting a MIDI channel and the MIDI channels of all selected channels will be automatically incremented
- Hold down [Shift] while selecting a MIDI channel and all selected MIDI channels will get the same value

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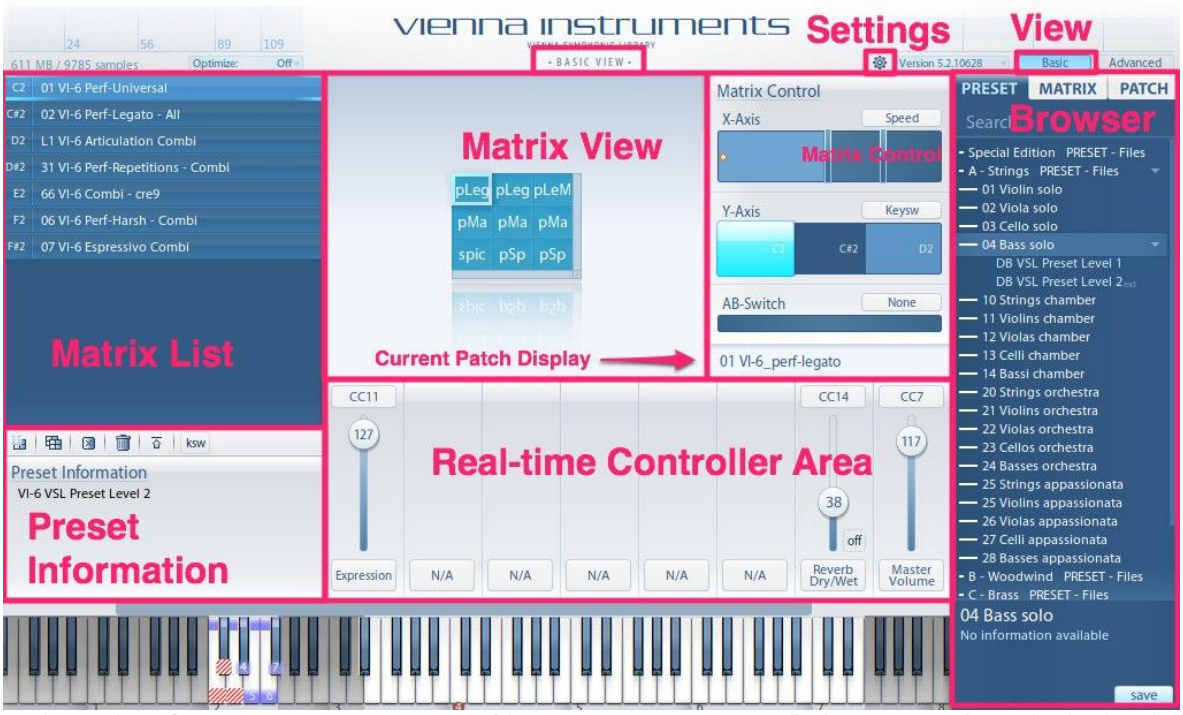
VIENNA INSTRUMENTS (PRO)

All Vienna Instruments Collections are powered by **Vienna Instruments** (and **Vienna Instruments PRO**), our tailor-made sample player that is loaded with features!
The **Basic View** (see below) displays all parameters you need when playing live.
Check out all the features shown below and the **Advanced View** in the *Vienna Instruments* manual!
All widgets come with **Tool Tips**, so you get instant information when you hover over each widget with your mouse.



Please refer to the **Vienna Instruments Manual** in your USER AREA to find out more about the intricacies of this powerful tool.
Additionally, we have provided Video Tutorials that will give you a quick start with simple examples that cover all the features of Vienna Instruments.

Vienna Instruments PRO needs to be installed separately to be available in Vienna Ensemble.

TIP: Vienna Instruments PRO provides you with even more options when it comes to manipulation of virtual instruments (integrated APP Sequencer, enveloped time-stretching, SSD-ready, which gives you a 10 times faster loading process....).

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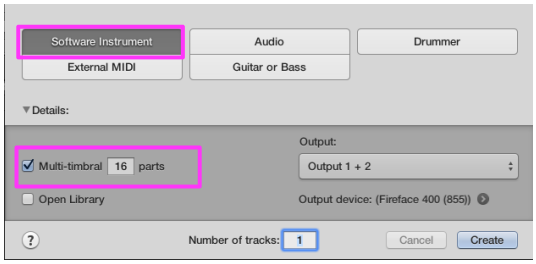
VIENNA ENSEMBLE ROUTING

This chapter will show you how to route multiple stereo outputs from Vienna Ensemble into your sequencer.

Logic X

Instantiate a multi-timbral Software Instrument track:



Assign Vienna Ensemble (Multi Output).

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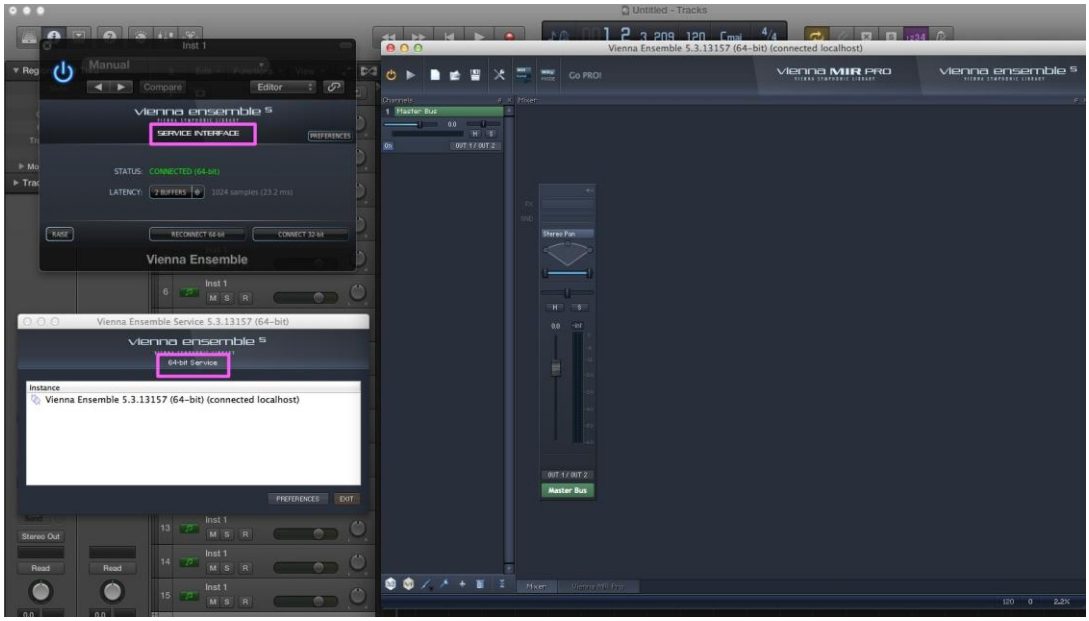
The Service Interface opens and automatically connects to the Vienna Ensemble Service in the background. Click „Raise“ if the Vienna Ensemble GUI doesn’t show up right away.

The windows you see now are the Vienna Ensemble Service Interface, the Vienna Ensemble Service and the Vienna Ensemble GUI.



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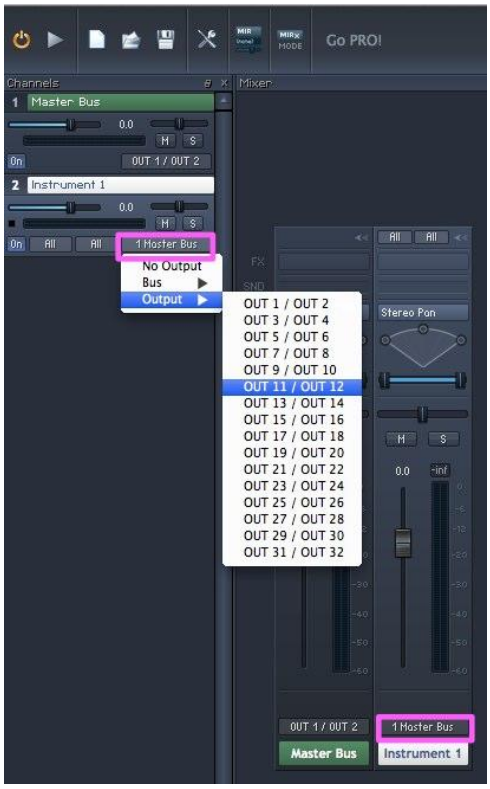
Now you can assign different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.



Open the Mixer page. Outputs 1–2 are automatically assigned in the Audio Instrument channel.

You can add more stereo channels in ascending order comfortably by simply clicking the “+” Button underneath the SOLO button in the Instrument channel.

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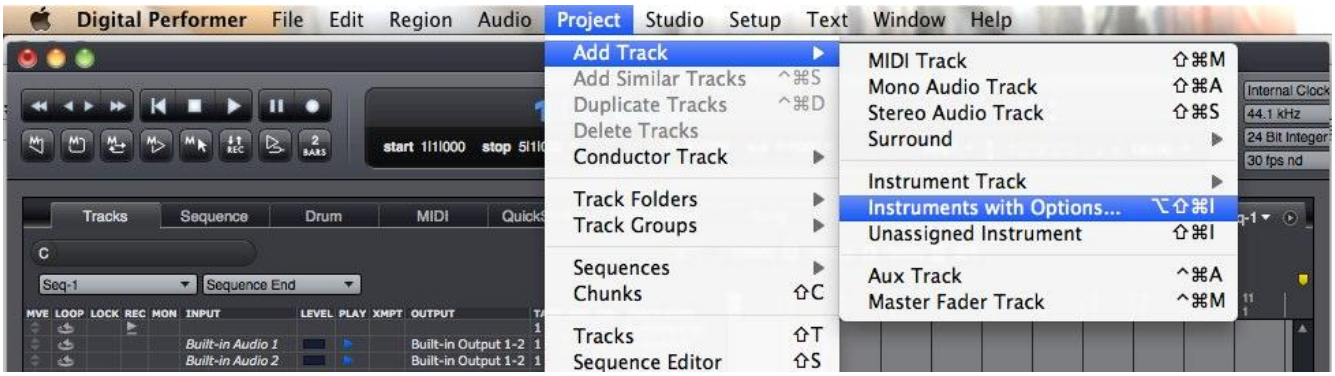
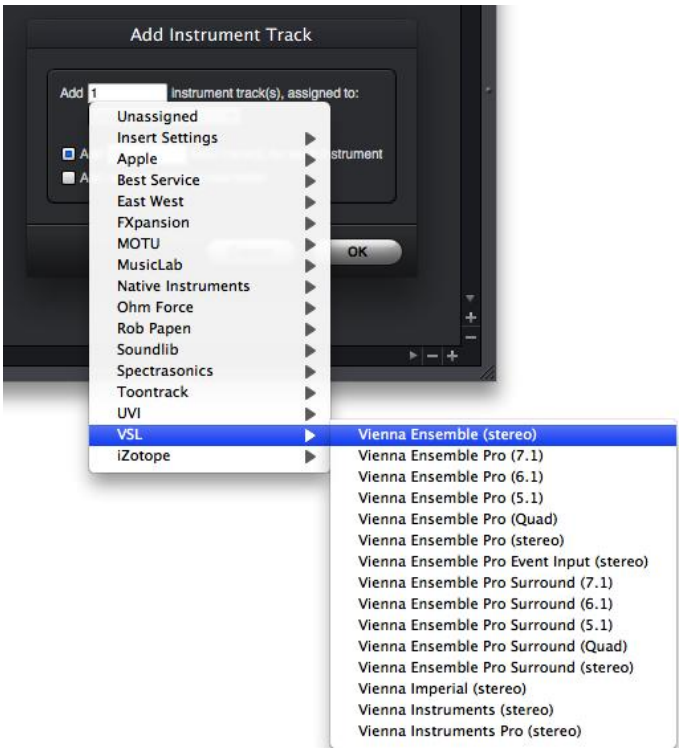
Digital Performer

1. Add a new Instrument Track with Options.



2. Assign it to Vienna Ensemble (stereo)



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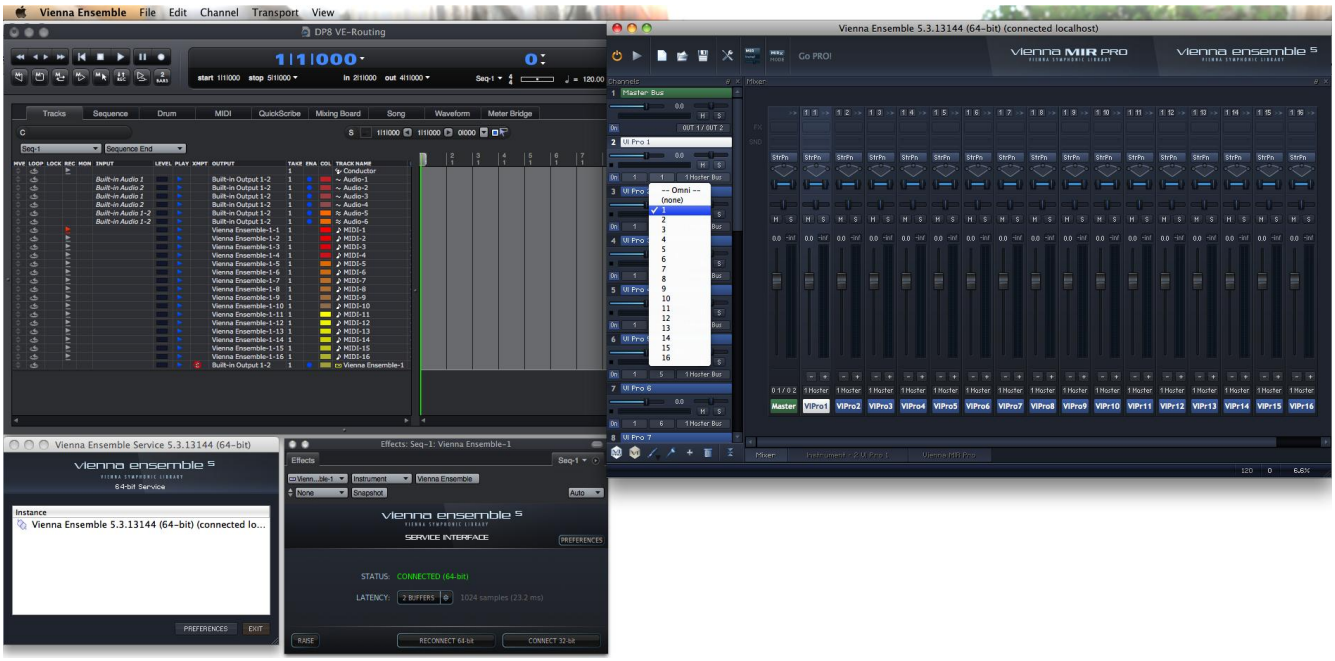
3. Add 16 MIDI tracks

Add Instrument Track
Add 1 instrument track(s), assigned to:
Vienna En...le (stereo)
Add 16 MIDI track(s) for each instrument
Add new track(s) to a new folder
Cancel
OK

4. Click on OK - this is will bring up the Vienna Ensemble Service Interface.
The windows you will see now are the Vienna Ensemble Service Interface, the Vienna Ensemble Service and the Vienna Ensemble GUI.
Create Instrument Channels in Vienna Ensemble and assign MIDI channels to them


Vienna Ensemble File Edit Channel Transport View
DP8 VE-Routing
Vienna Ensemble 5.3.13144 (64-bit) (connected localhost)
Vienna Ensemble Service 5.3.13144 (64-bit)
SERVICE INTERFACE
STATUS: CONNECTED (64-bit)

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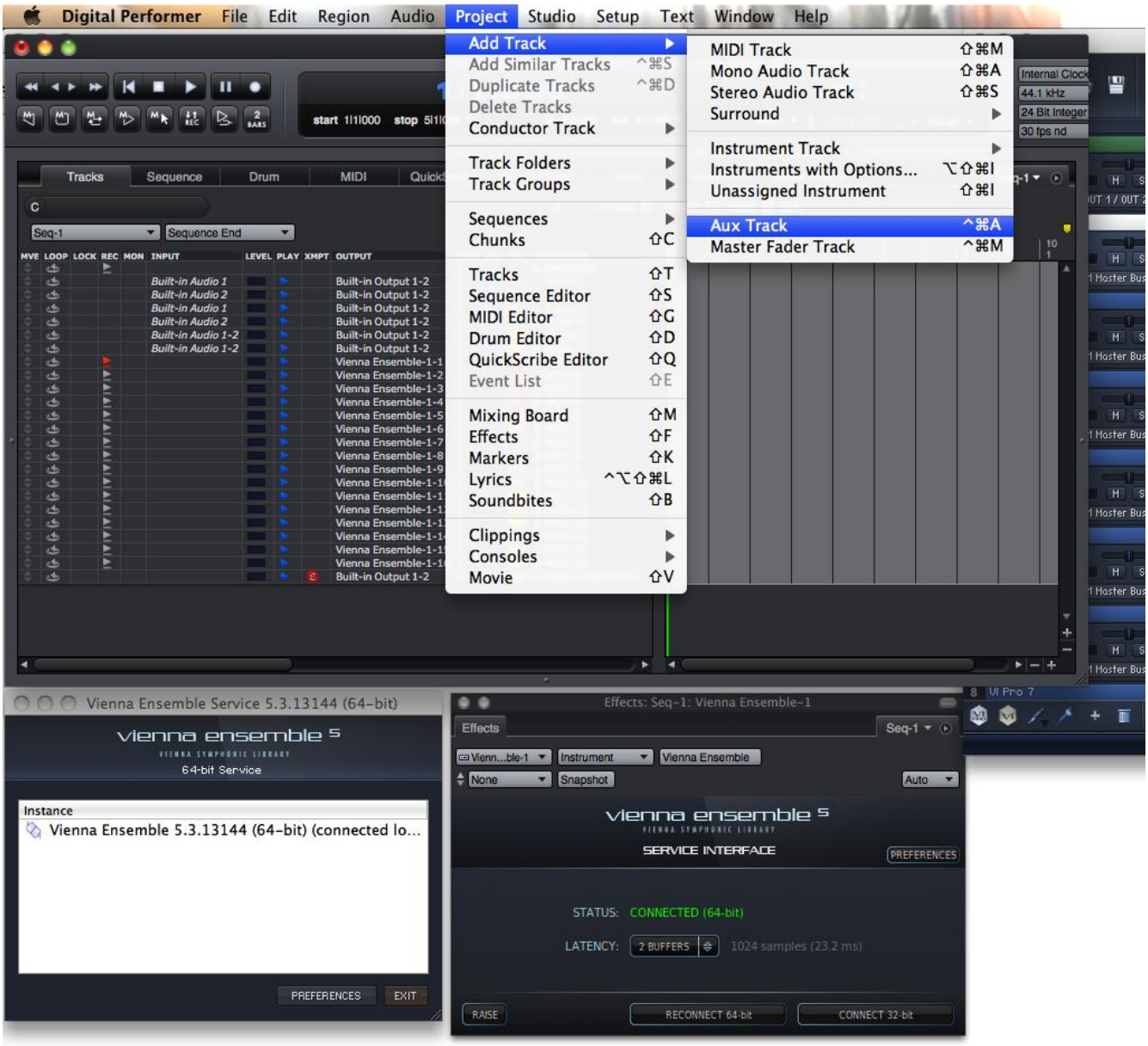
5. Add one or more auxiliary tracks to your project



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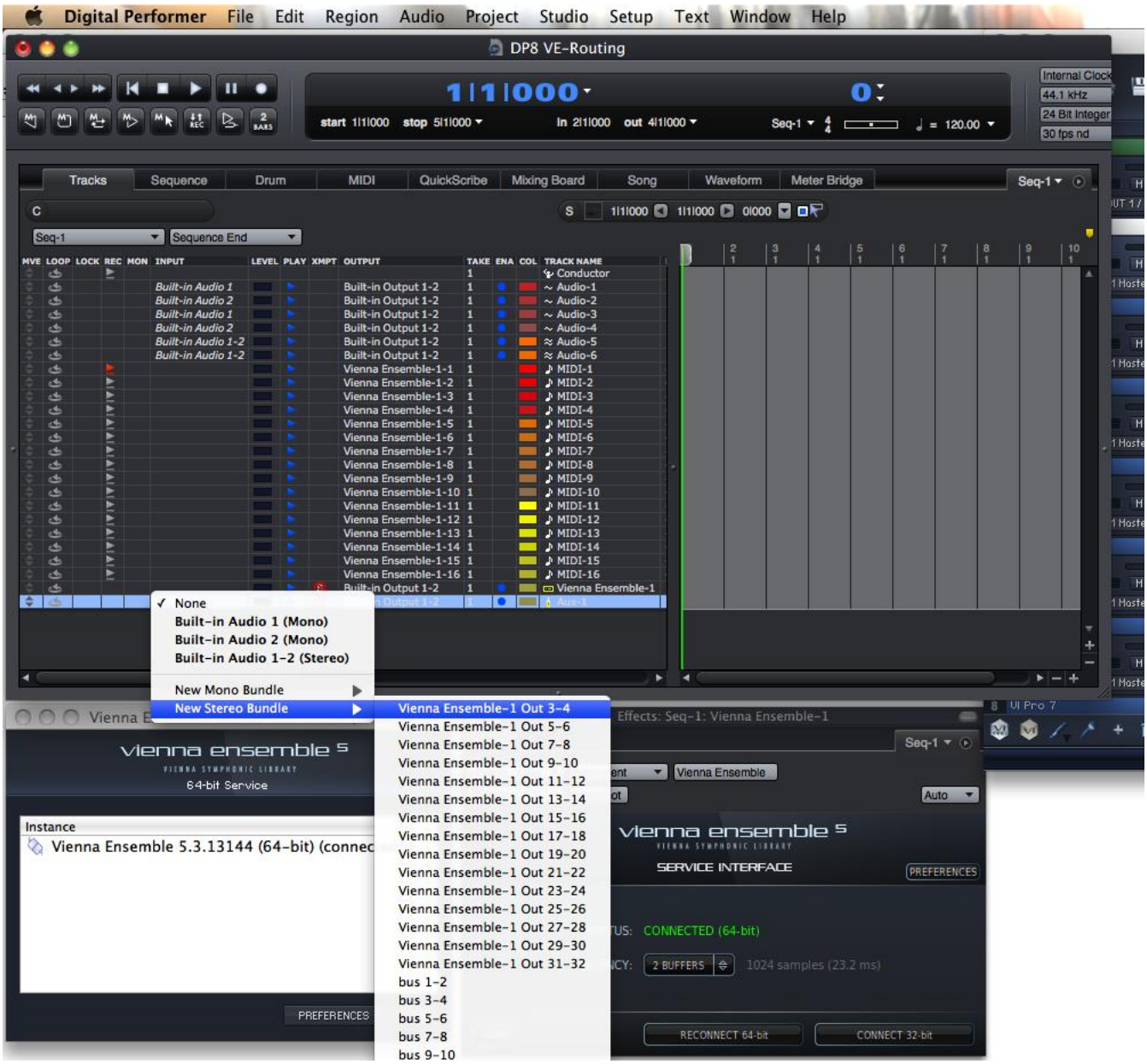
6. You can now check the available Stereo Outputs of Vienna Ensemble in the inputs of your Aux Track.



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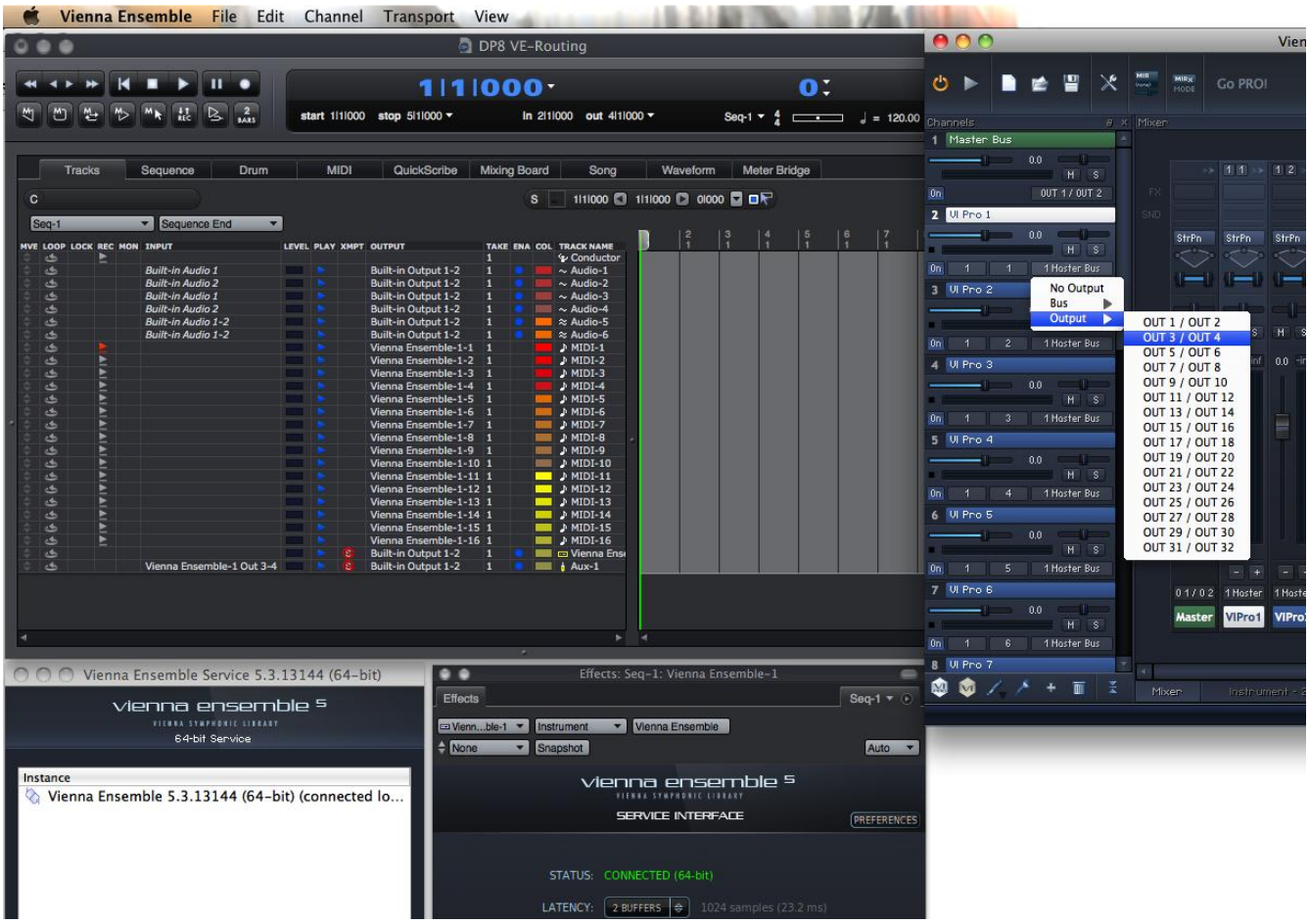
7. Assign the different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.



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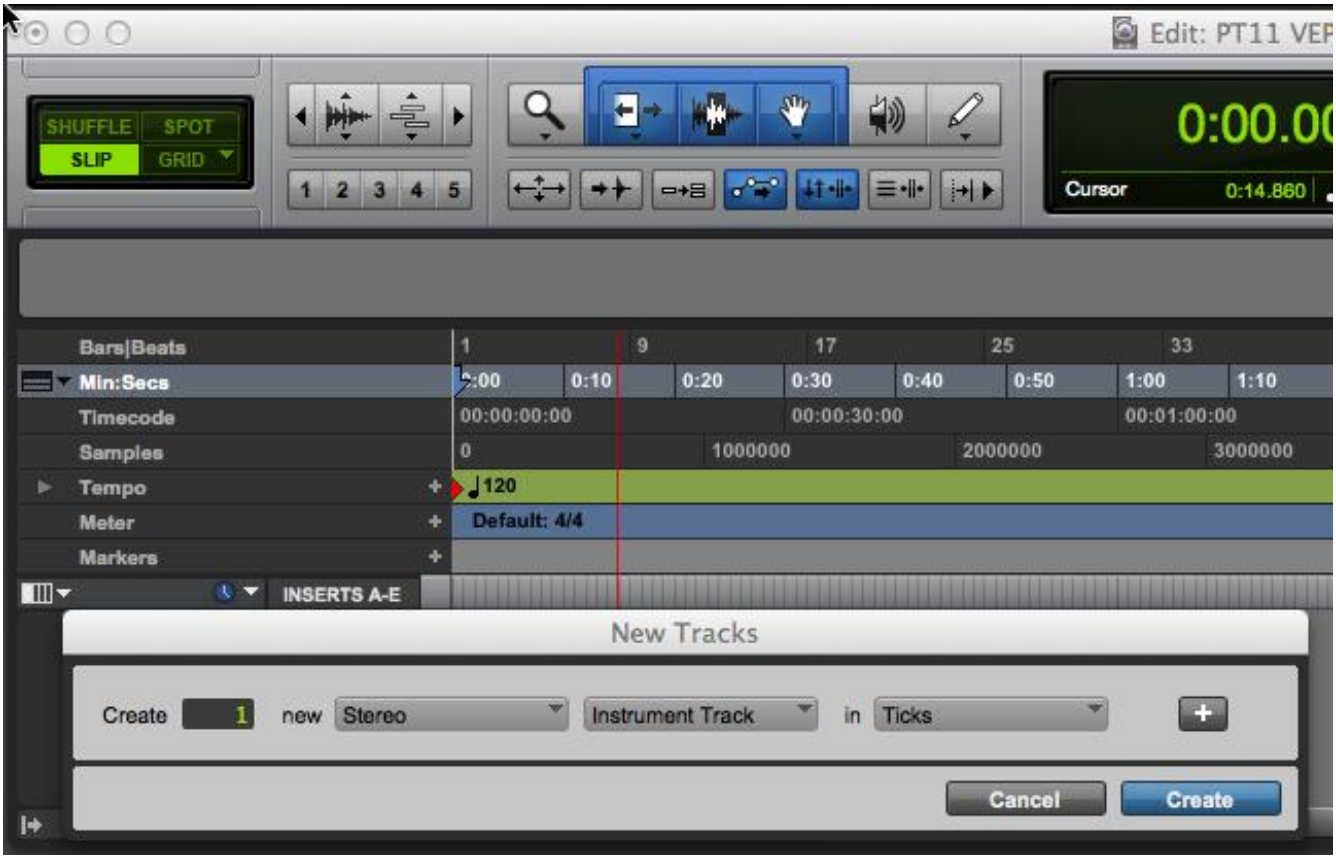
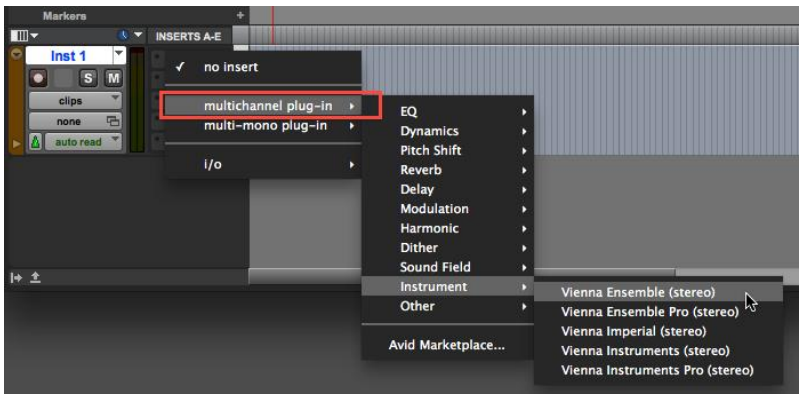
Pro Tools

1) Create a Stereo Instrument track.



2) Assign Vienna Ensemble as a multi-channel plug-in.



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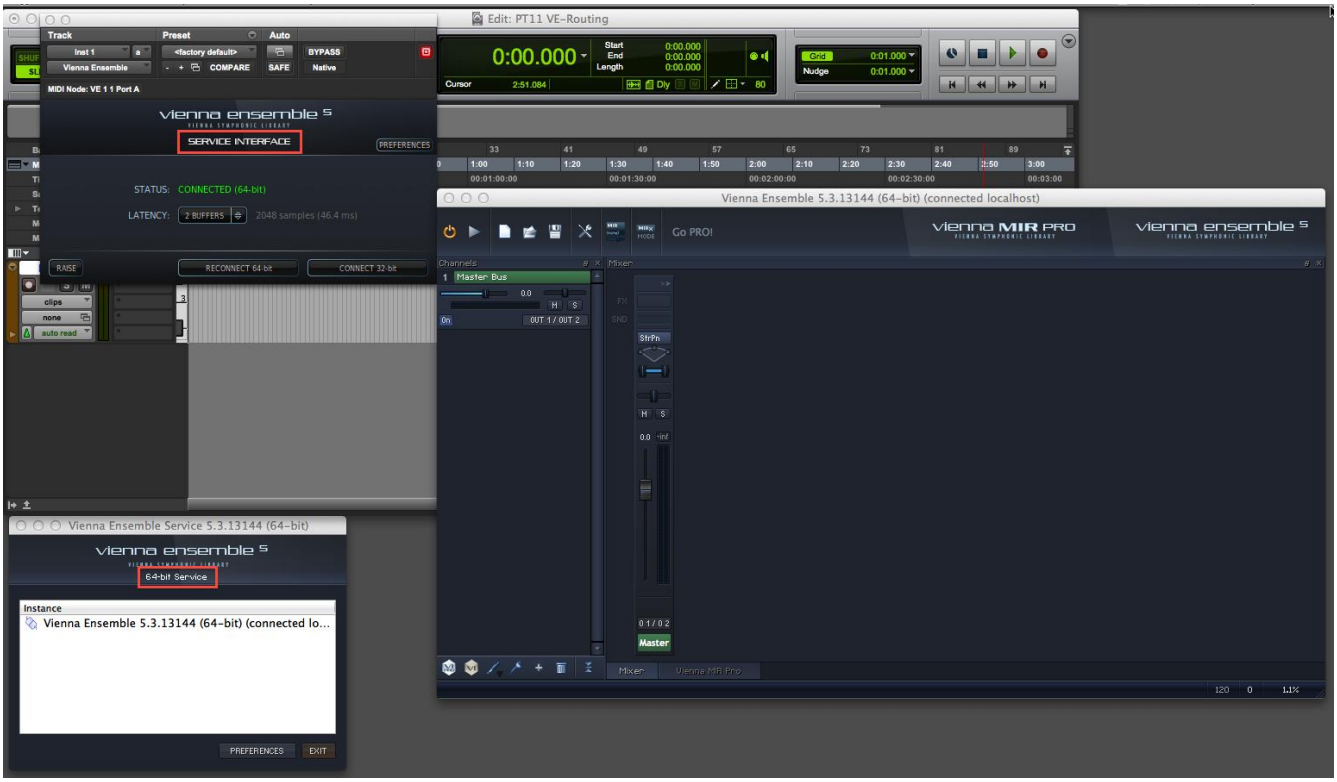
3) The Service Interface shows up – you are automatically connected to the Vienn Ensemble Service.



4) Create new MIDI tracks as needed. With RTAS, the amount of MIDI ports can be set in the **Vienna Ensemble PRO Server** Preferences.

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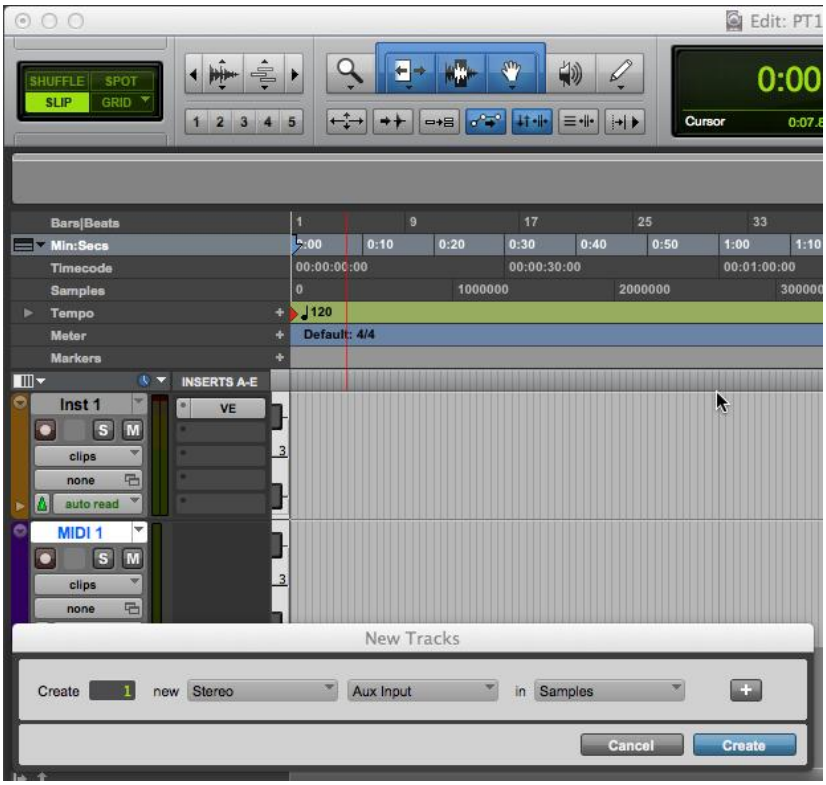
5) In the mixer, assign the MIDI channels to Vienna Ensemble.

6) Now, create an Aux track and as many Stereo Aux Inputs as you will need.



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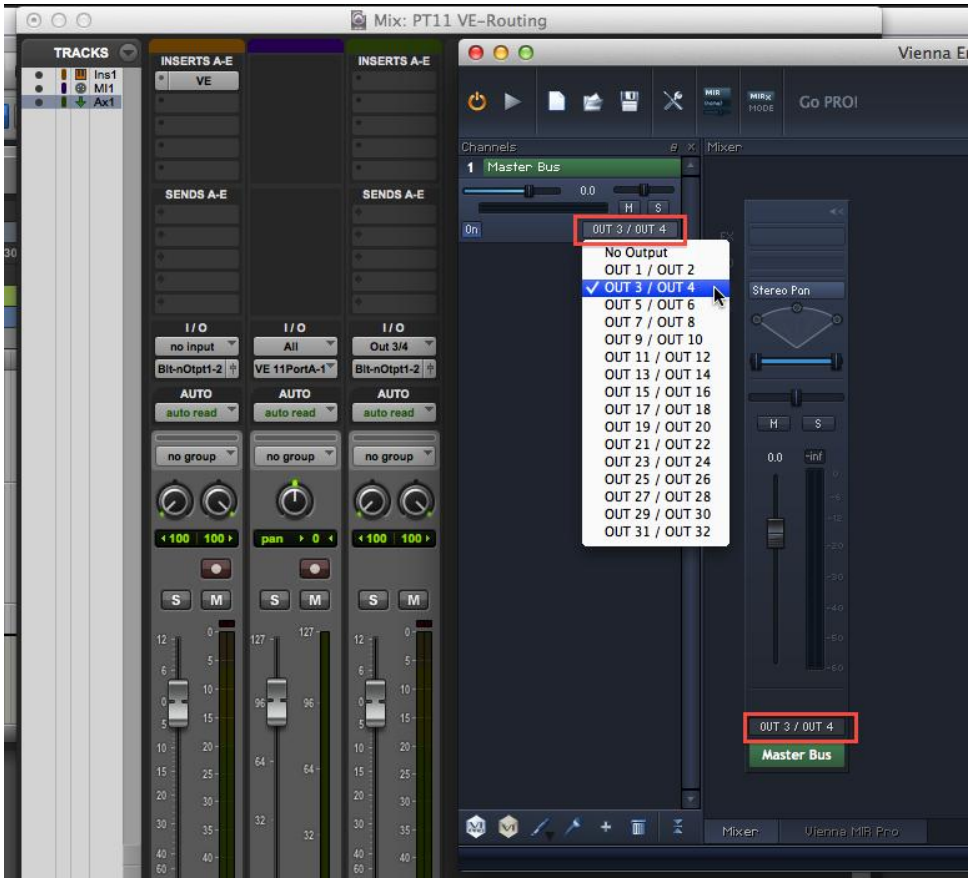
7) Assign the Vienna Ensemble outputs to the inputs of your Aux track.

10) Assign the different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.



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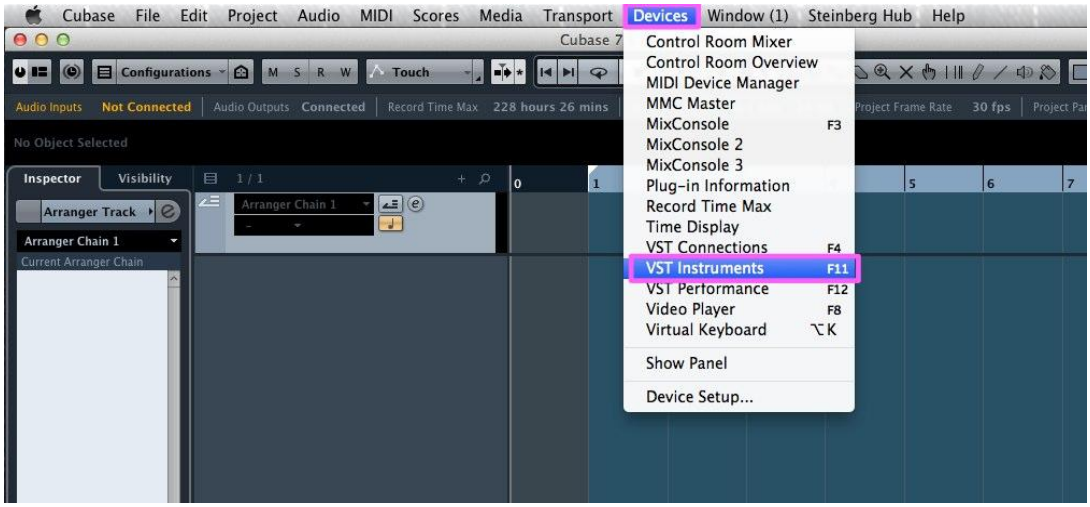
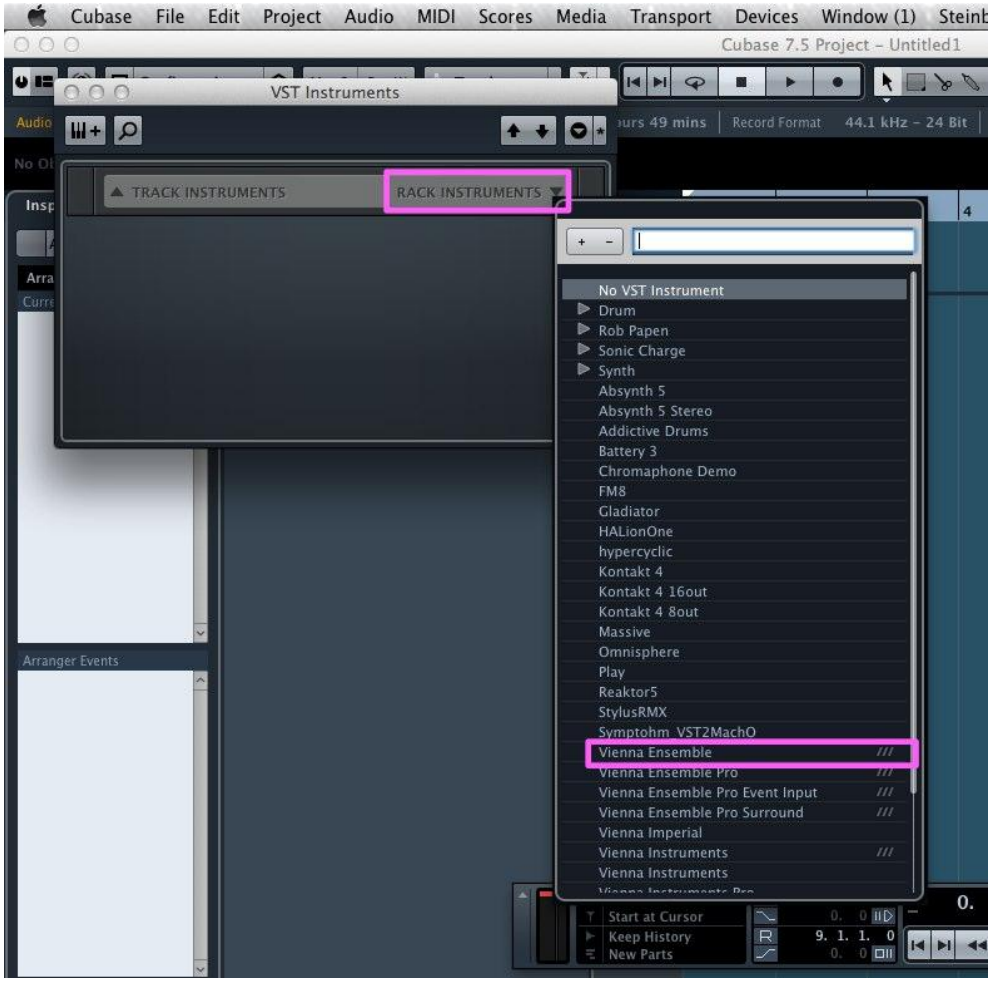
Cubase

1) Instantiate **Vienna Ensemble** as a VST or VST3 Instrument (///), ideally as a RACK instrument.





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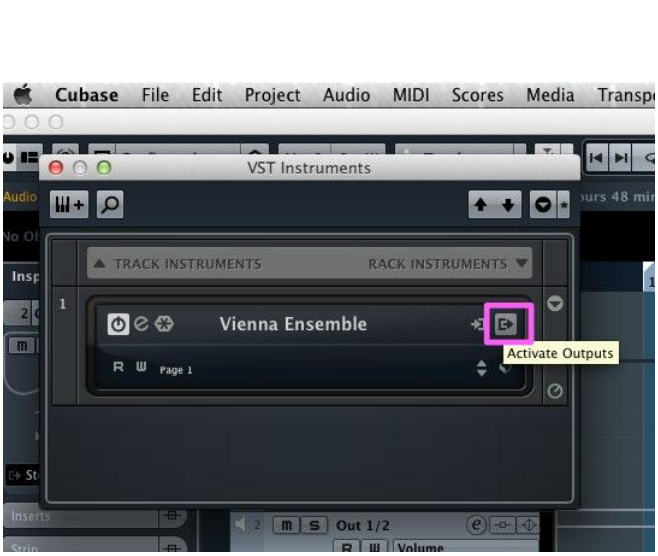
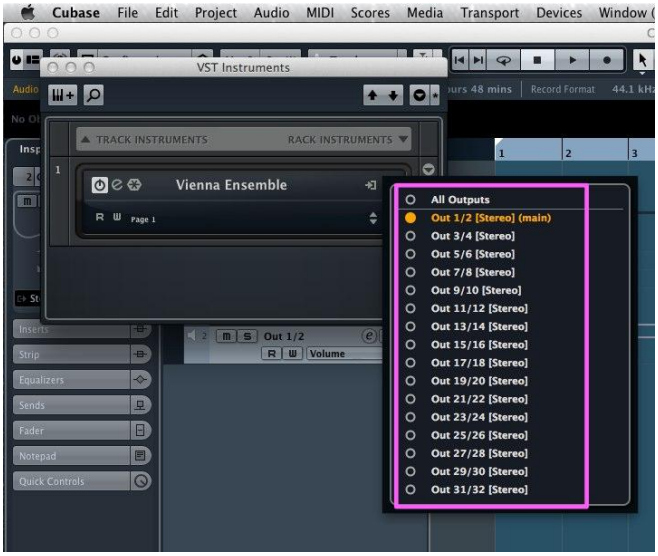
2) You are automatically connected to the Vienna Ensemble Service in the background. If you cannot see the GUI immediately, click „Raise“.

3) Click on the sign to the far right of “Vienna Ensemble” to activate the available Vienna Ensemble outputs. You can activate them separately or one by one, depending on how many you need.





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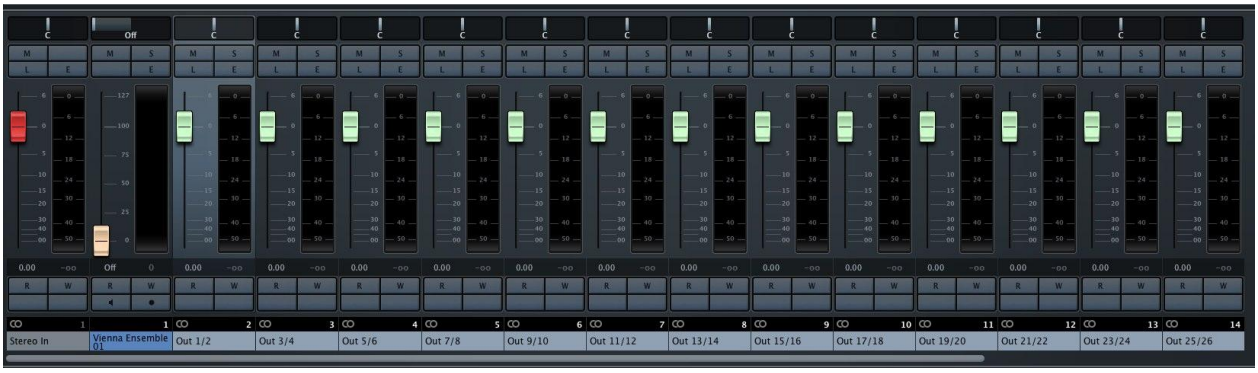
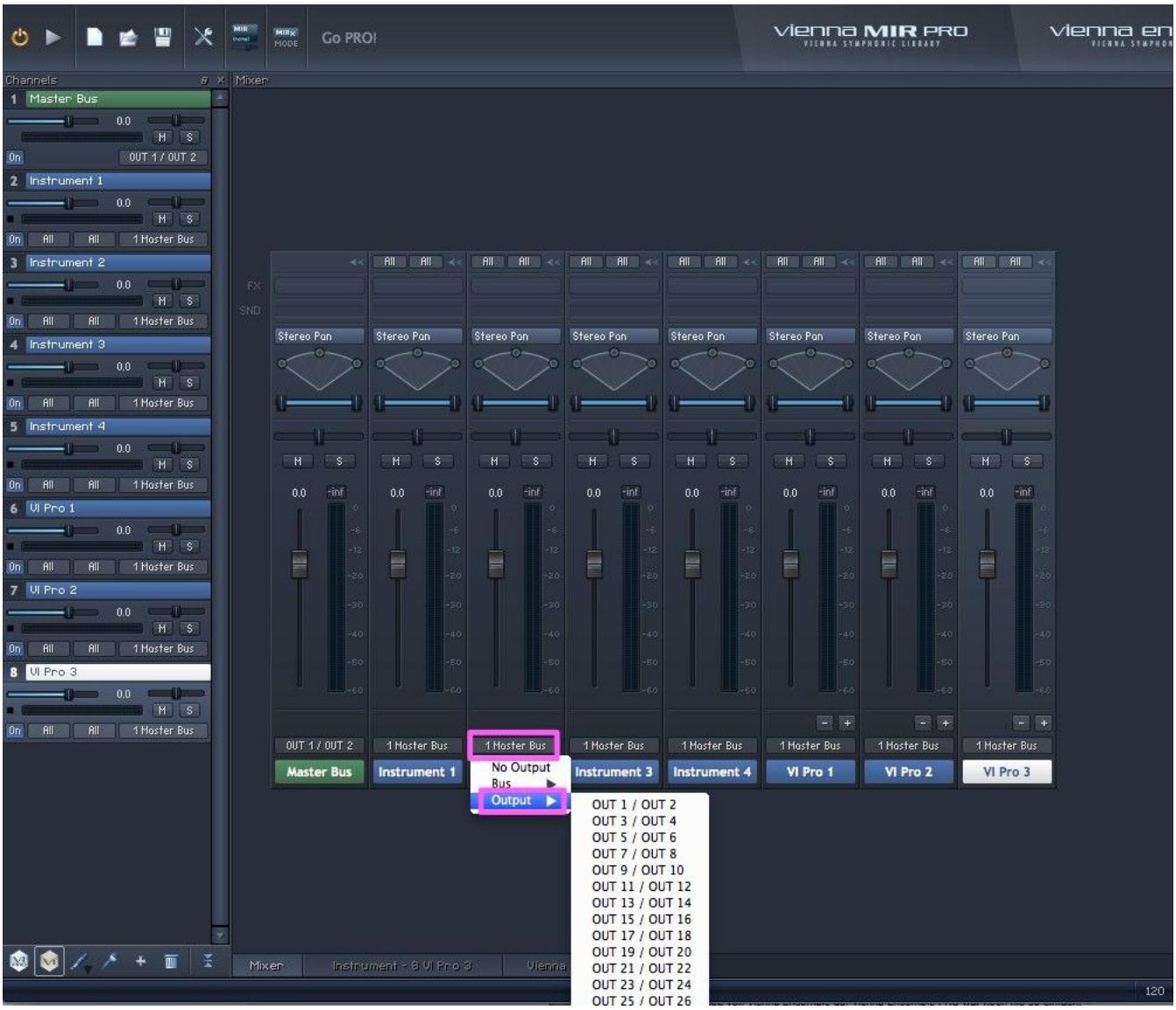
4) The corresponding stereo channels will be created automatically in your mixer.



5) Assign the different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.



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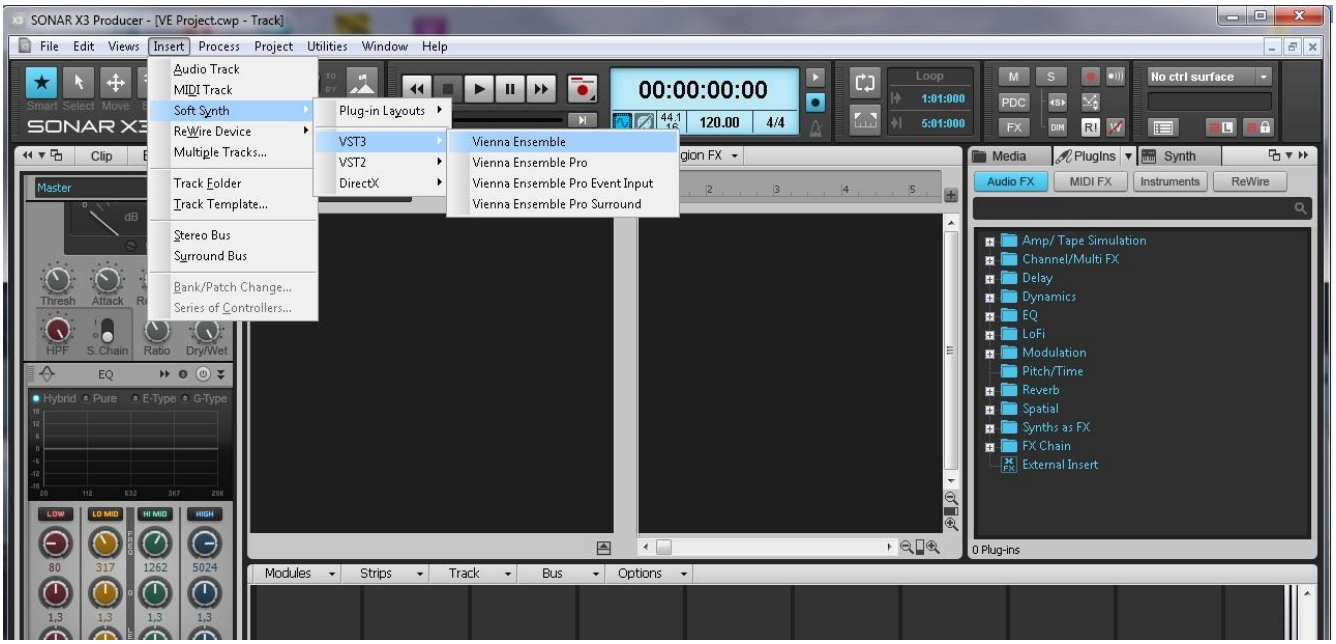
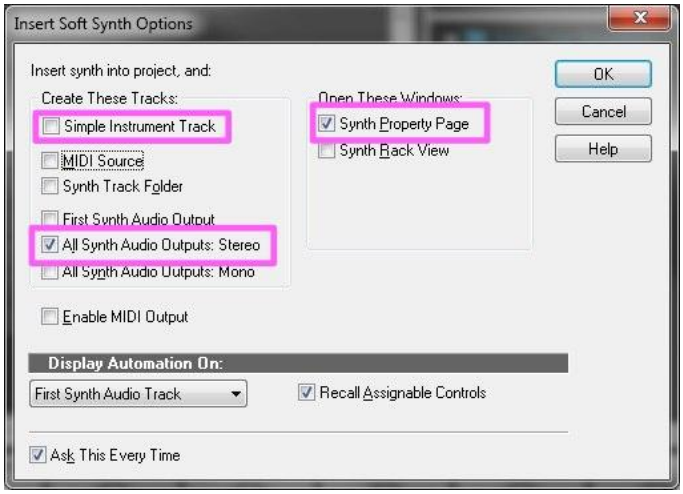
Cakewalk SONAR X3

1) Create a new Vienna Ensemble Instance by selecting “Insert → Soft Synth” →VST3 in the top menu bar. Please note that the exact plugin folder name may differ depending on where Vienna Ensemble is installed.



2) The following dialog will appear. Depending on whether you wish to have multiple outputs (for mixing instruments inside SONAR) or a single stereo output (for mixing instruments inside Vienna Ensemble PRO), please choose the appropriate option as well as the option to display the “Synth Property Page”, and click OK.



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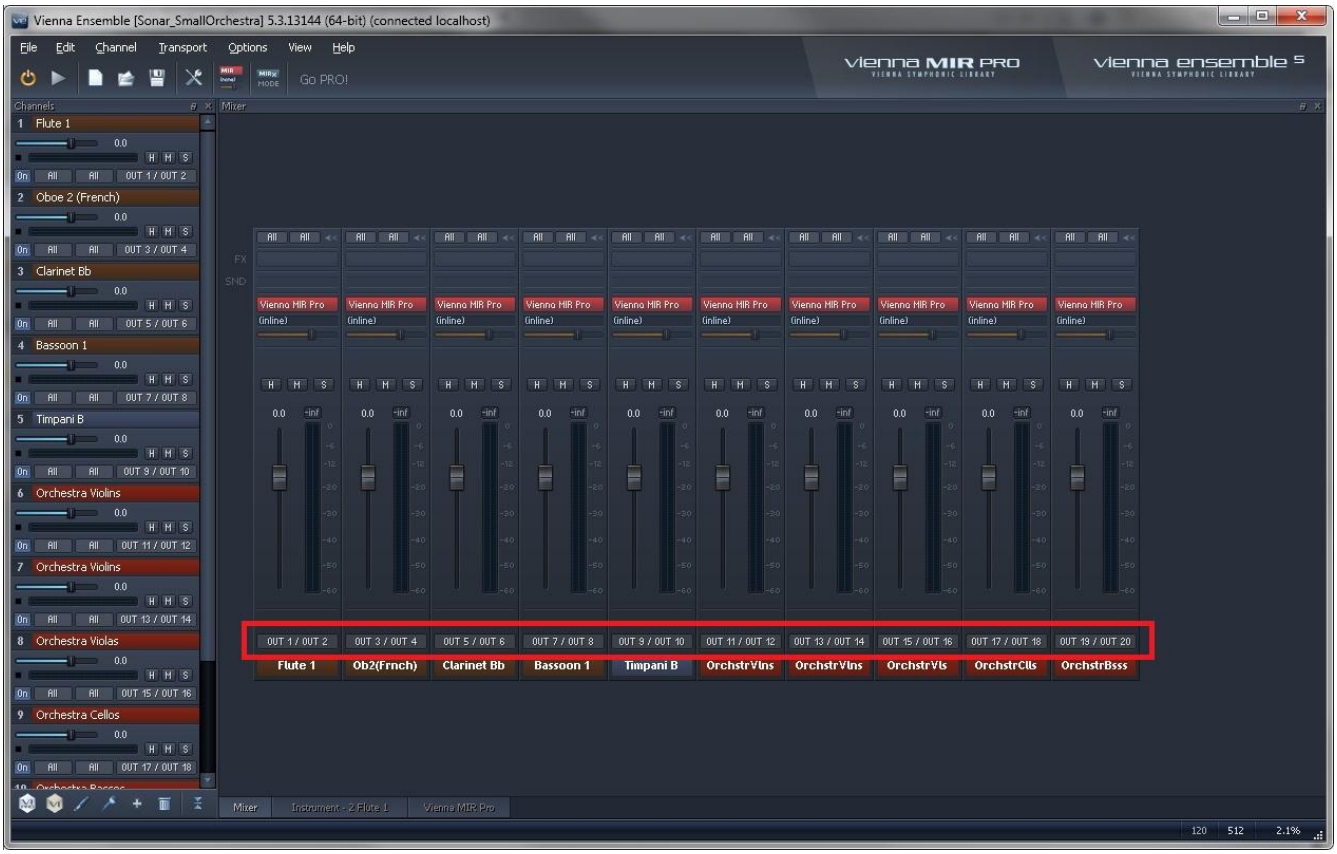
3) The Service Interface will appear, and will be connected to the Vienna Ensemble Service right away.

4) Now when you insert buses and instruments and assign outputs in the Vienna Ensemble Instance, they will route to the previously created tracks in SONAR. For using only a single stereo track in SONAR, everything should be routed to the output pair 1/2 inside Vienna Ensemble.



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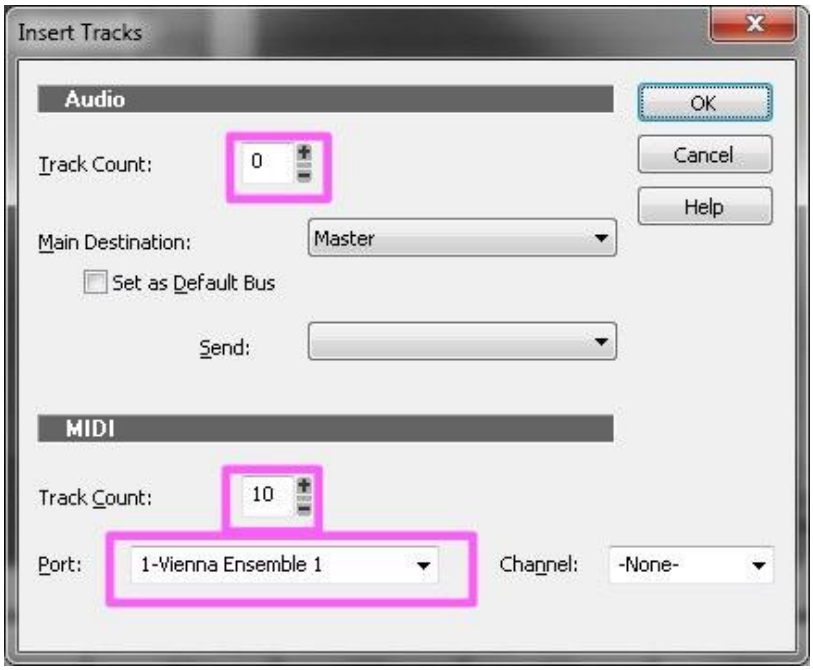
5) You will need to insert MIDI tracks (as many as you need) into the SONAR project. To do so, please select “Insert → Multiple Tracks”:

6) Please set the audio track count to 0 and the MIDI track count to as many tracks as there are necessary to create. The ‘Port’ should be set to display the previously inserted Vienna Ensemble synth instance.



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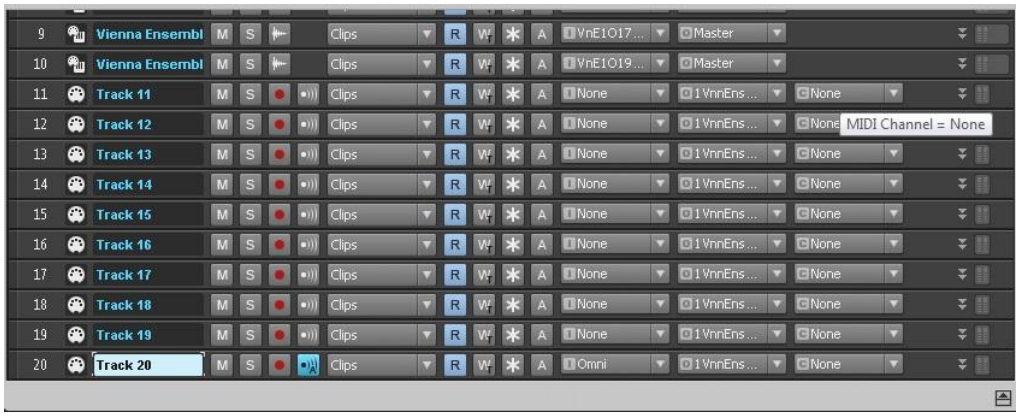
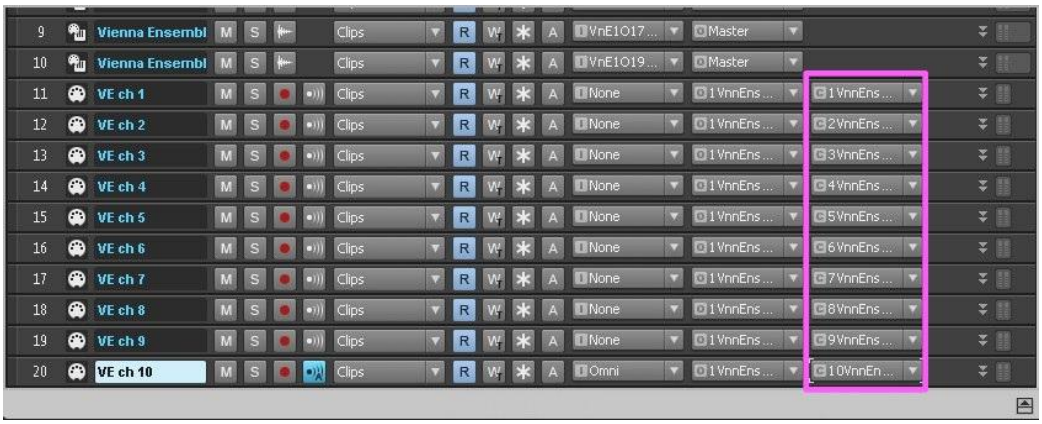
7) For the newly inserted tracks you will need to pick MIDI channels. Please select “I/O” in the track options display first.

8) If the view is shorter than on the picture below and doesn’t show MIDI channel [C] combo boxes, then please resize it horizontally to be wider. After this, select the desired MIDI channels.



I have chosen channels 1…16 for the MIDI tracks and also given the tracks different names.



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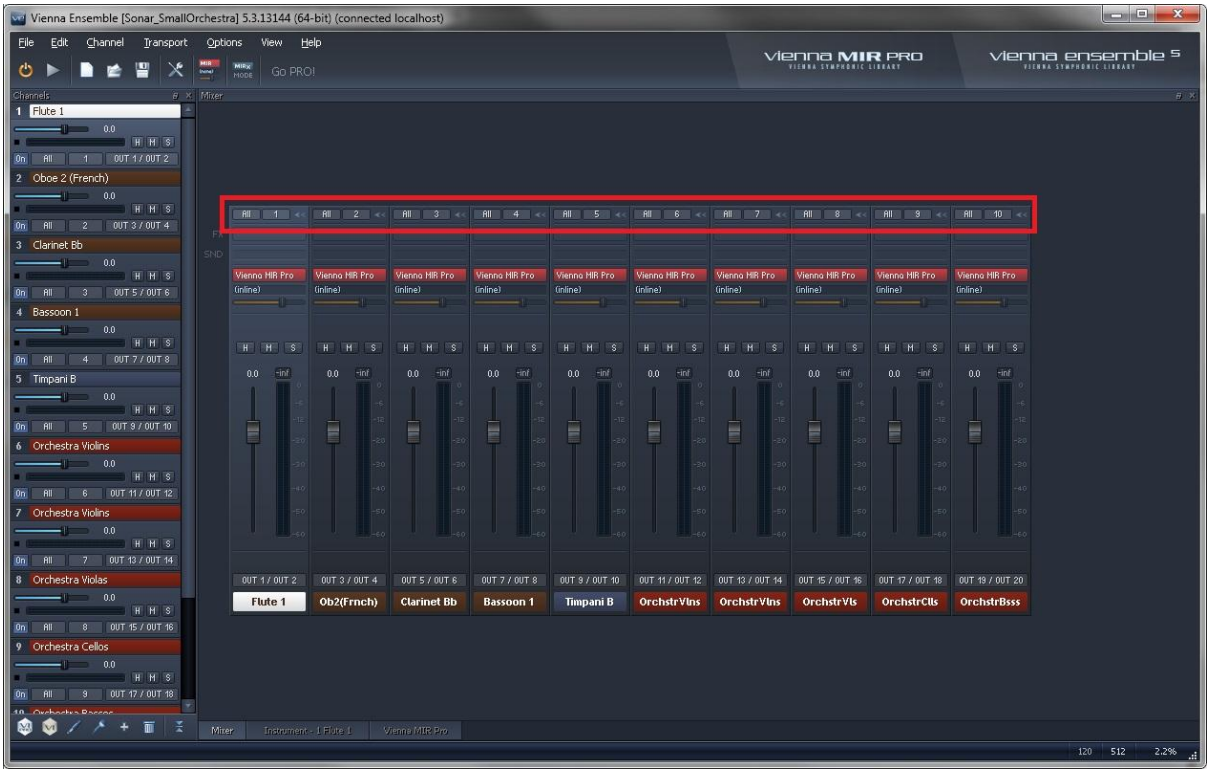
9) Finally, route the proper MIDI channel from the Vienna Ensemble PRO instance to SONAR:



10) Your environment is ready to go! You should have complete synchronization between SONAR and Vienna Ensemble PRO. If you need to repeat these steps too often, we recommend saving the above setup as a starting point and using it as a project template.

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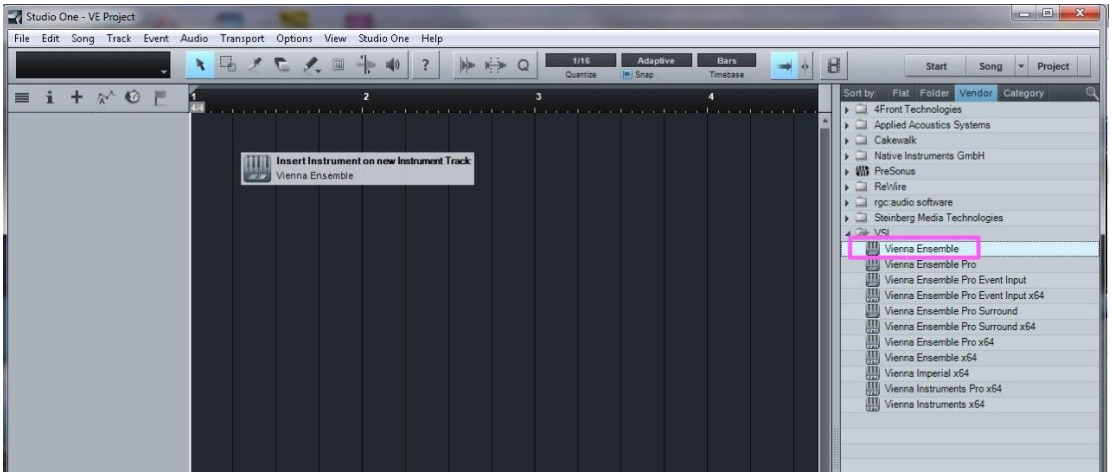
Presonus Studio One

1) Create a new Vienna Ensemble Instance by dragging and dropping the desired instrument from the instruments menu on the right to the arrange window on the left:



2) The Service Interface will appear – and you are automatically connected to the Vienna Ensemble Service.

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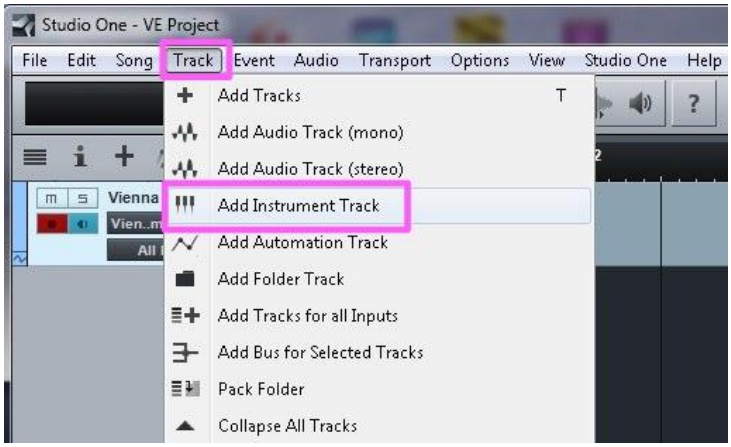
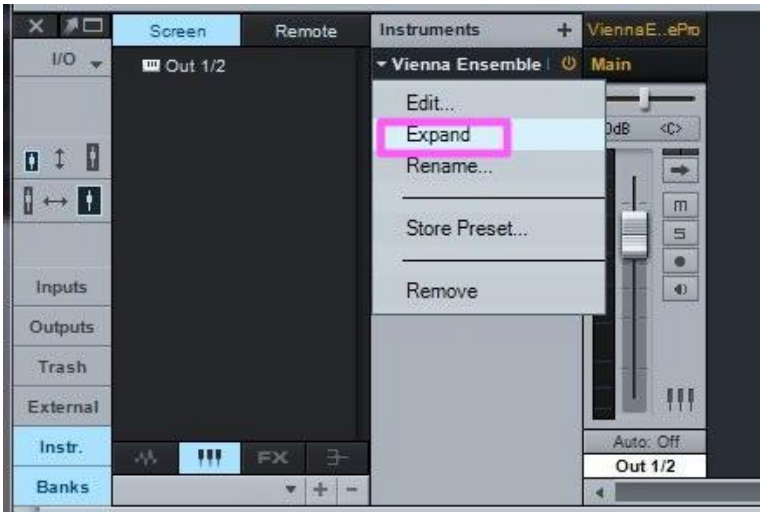
3) Create as many MIDI (instrument) tracks as you need in Studio One.


Studio One - VE Project
File Edit Song Track Event Audio Transport Options View Studio One Help
Add Tracks T
Add Audio Track (mono)
Add Audio Track (stereo)
Add Instrument Track
Add Automation Track
Add Folder Track
Add Tracks for all Inputs
Add Bus for Selected Tracks
Pack Folder
Collapse All Tracks

4) Open the mixer page. Outputs 1–2 are automatically assigned to your Vienna Ensemble instance. You can expand these available outputs by clicking the down arrow on Vienna Ensemble and choosing “Expand”.
If you want to use only a single stereo channel in Studio One and mix the instruments inside Vienna Ensemble, everything should be routed to the output pair 1/2 inside Vienna Ensemble. In this case you can skip steps 5 and 6.



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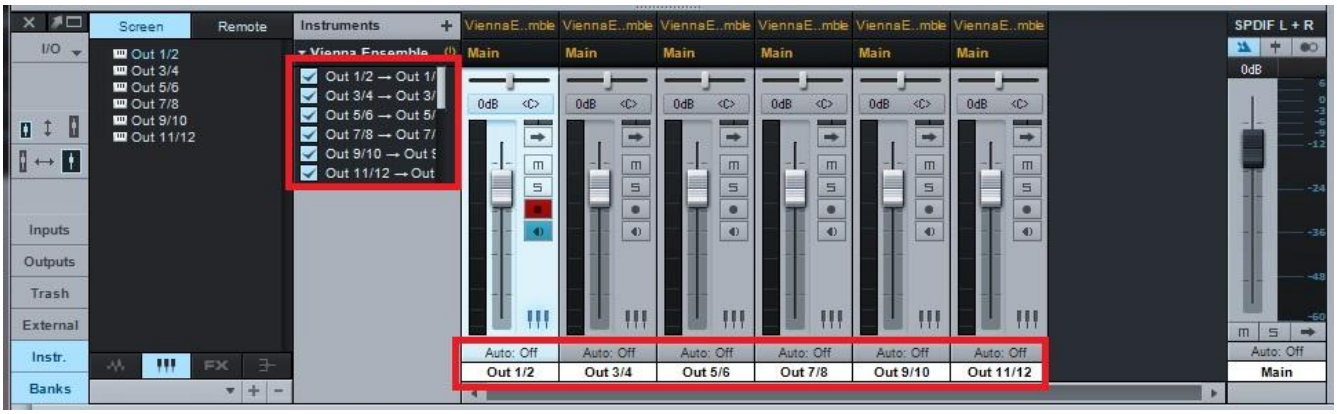
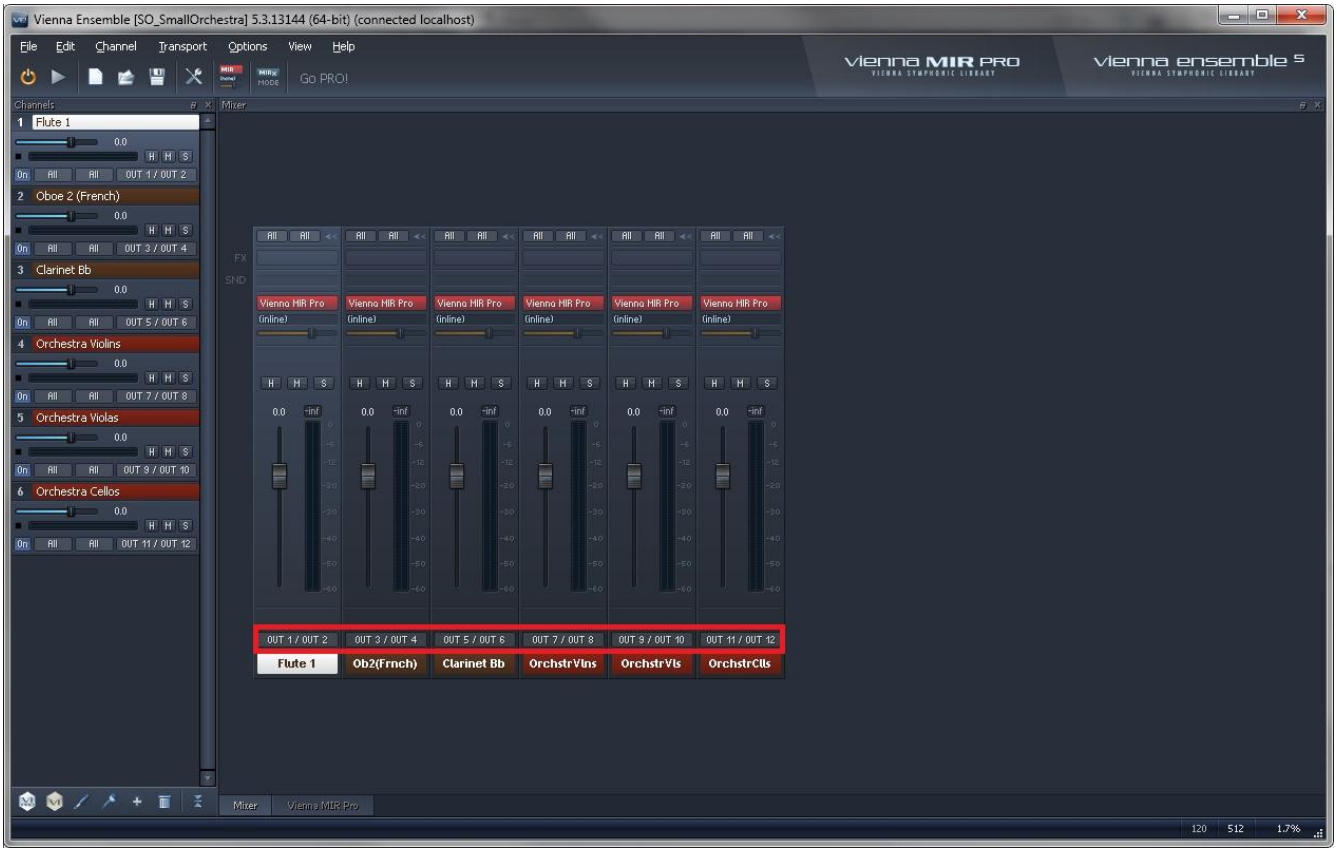
5) Now you can click on all the available 32 outputs and choose the ones you need. As you click the boxes to add outputs, channels are automatically created for you in the mixer window:



6) Now when you assign outputs in the Vienna Ensemble Instance, they will route to these channels in Studio One's Mixer:



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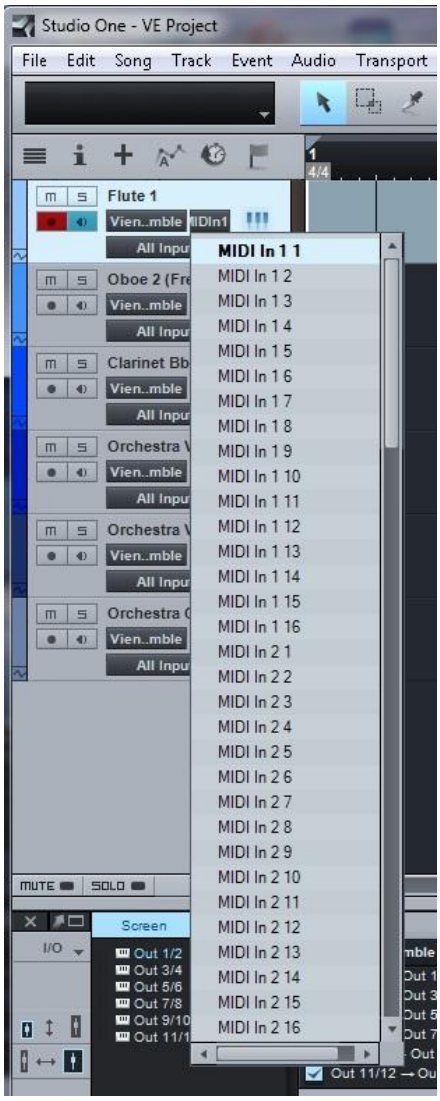
7) Now you need to assign MIDI outputs, ports and channels to the tracks in your arrangement.



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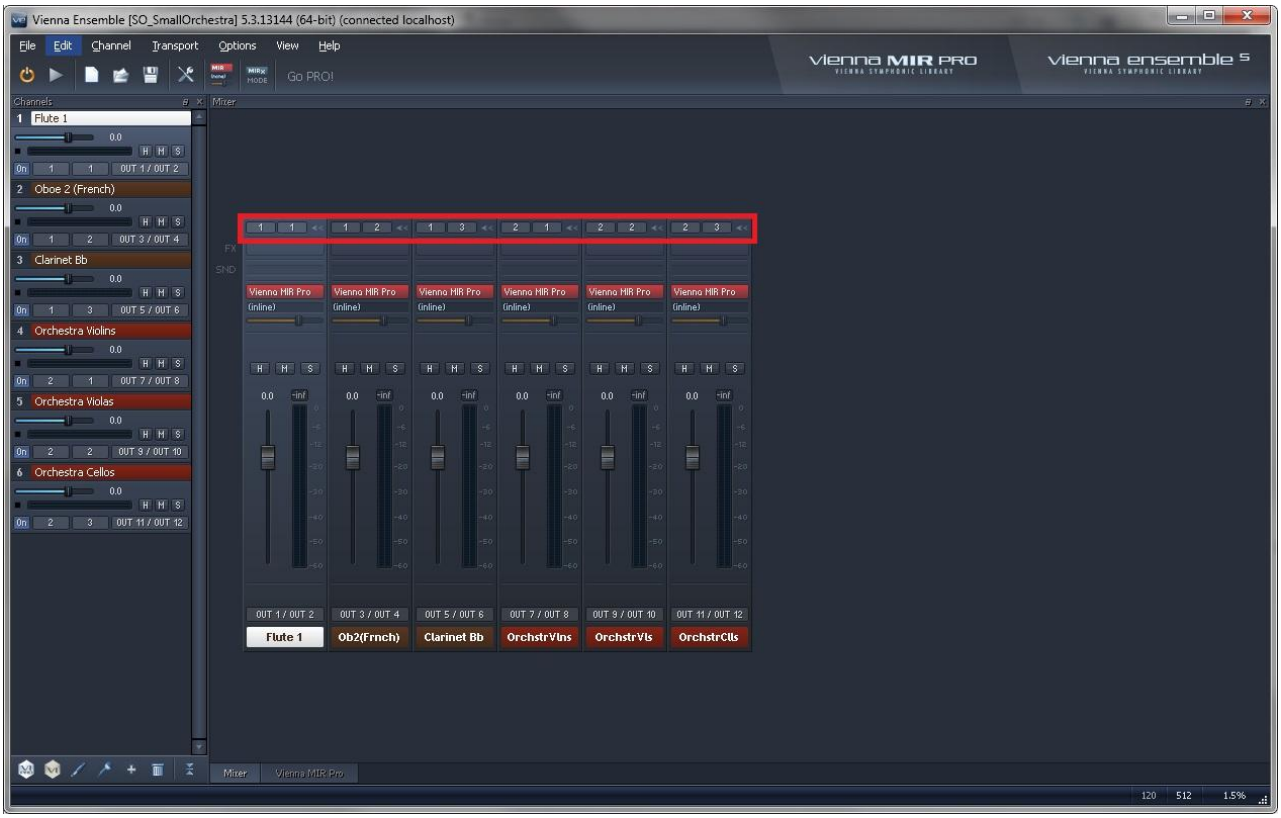
8) Finally, set the same MIDI Ports and channels in your Vienna Ensemble instance:



9) Your environment is ready to go! You should now have complete synchronization between Studio One and Vienna Ensemble.

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GLOSSARY

Channel Preset: Saves all settings of Vienna Ensemble Channels (FX, Routing, Panning, Outputs…).
Channel Set: Multiple Channel Presets – a Channel Set can be saved and loaded in the Channel menu
Directory Manager: Shows the Sample Content of your Vienna Instruments Collections and connects it with your software.
eLicenser Control Center: Manages the licenses of your Vienna Symphonic Library products.
Multi-timbral virtual Instruments: All virtual instruments that offer more than 1 MIDI Channel.
Vienna Ensemble Service Interface: Connects with the available Vienna Ensemble Services in the background of your sequence. The Service Interface works as AU/VST/VST3/RTAS/AAX plug-in.
Vienna Ensemble Service Window: Displays all available instances and their status.
Vienna Ensemble Service: Available in 32-bit and 64-bit. The backbone of Vienna Ensemble, launched automatically upon instantiation.
Vienna Ensemble Stand-alone: The basic form of the software, connected the old-fashioned way.
Vienna Instruments: The tailor-made sample player for Vienna Instruments Collections. Implemented in Vienna Ensemble.
ViennaKey: Contains the licenses of your Vienna Symphonic Library products.

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SUPPORT, QUESTIONS, VIDEOS, FORUM …

We hope that this introduction to Vienna Ensemble 5 was a helpful companion during your first steps with our new mixing and host software and wish you many joyful hours of composing and inspiration!
If you're not familiar with the Vienna Instruments included in Vienna Ensemble, or just want to make sure, please have a look at the **Vienna Instruments Manual** and the **video tutorials** on our website! And if they don't provide the information you need, please feel free to post your questions in our Forum, or send an e-mail to our support team.

We wish you a great time with Vienna Ensemble!

Enjoy!
Your Vienna Symphonic Library Team

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